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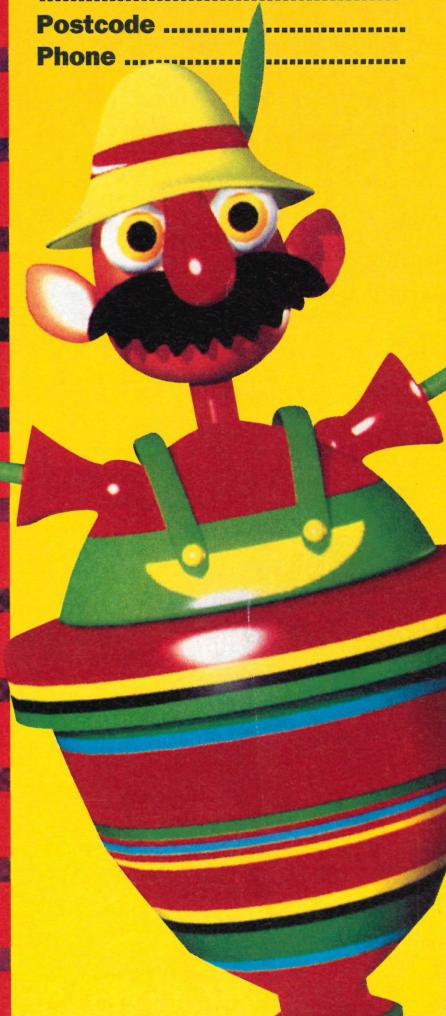
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Sonic XS

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Contents

Sonic 3.....05

Sonic & Knuckles ...27



MEGA
DRIVE

SOLUTION

SEGA
XS

SONIC 3

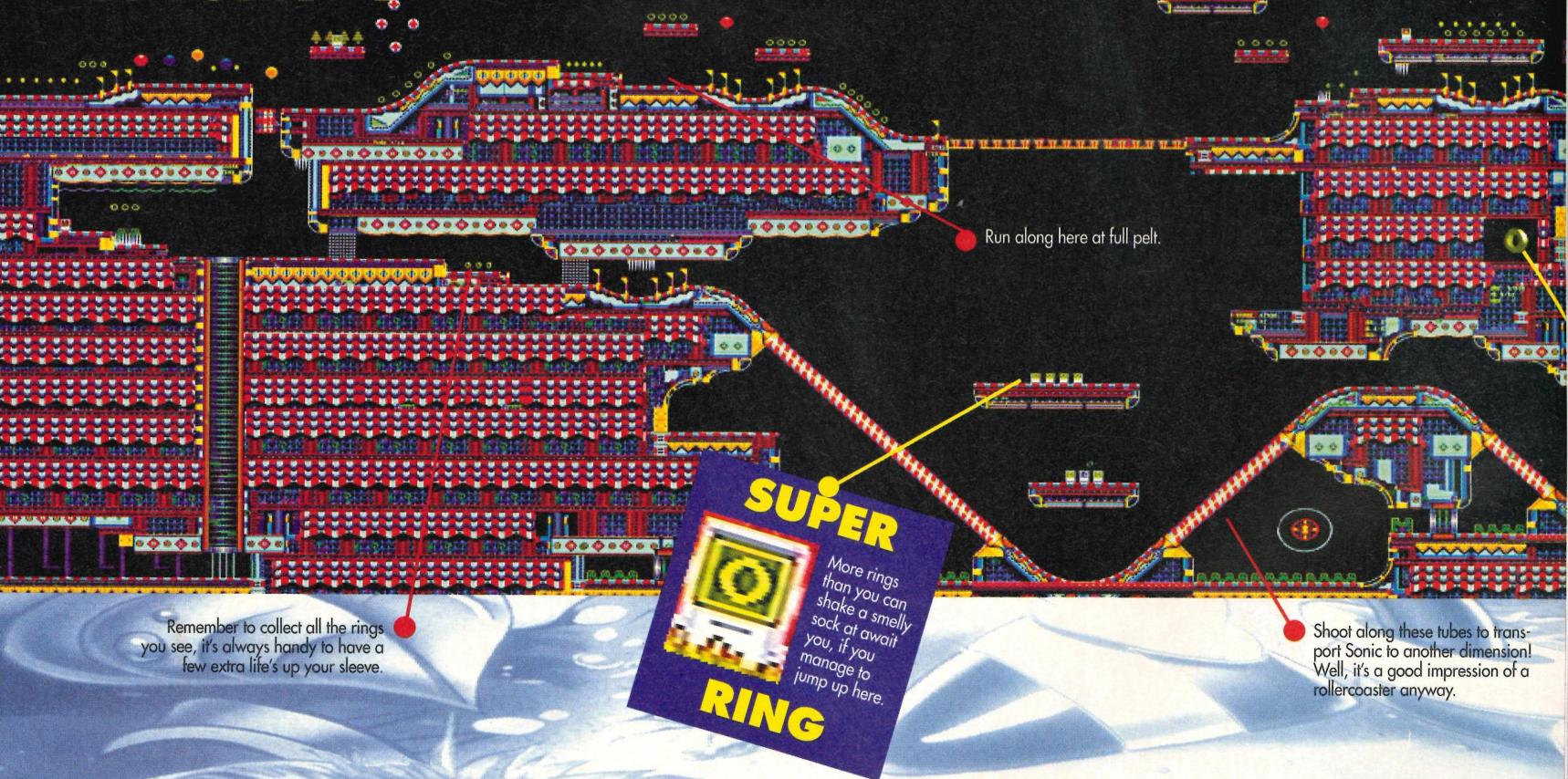




CARNIVAL NIGHT

According to the Manual; "Night life on the Floating Island is exciting. Bounce and flip your way across this colourful Zone which is filled with anti-gravity platforms." Roughly translated, this is a similar level to the Casino Zone in *Sonic 2*, only a lot more complex!

Level 1-1



SUPER

More super than Superman. Get ready to grab those Chaos Emeralds

RING

Spin down this corkscrew death-slide and watch the screen go mad as you fall from one side to the other.

SUPER

It's important to have a hobby and collecting rings is Sonics. Jump on the platform for more!

RING

Watch out for barrels like these as they can crush you to death.

SPECIAL

Walk through the left wall to reach another giant ring. Once more the Special Zone awaits..

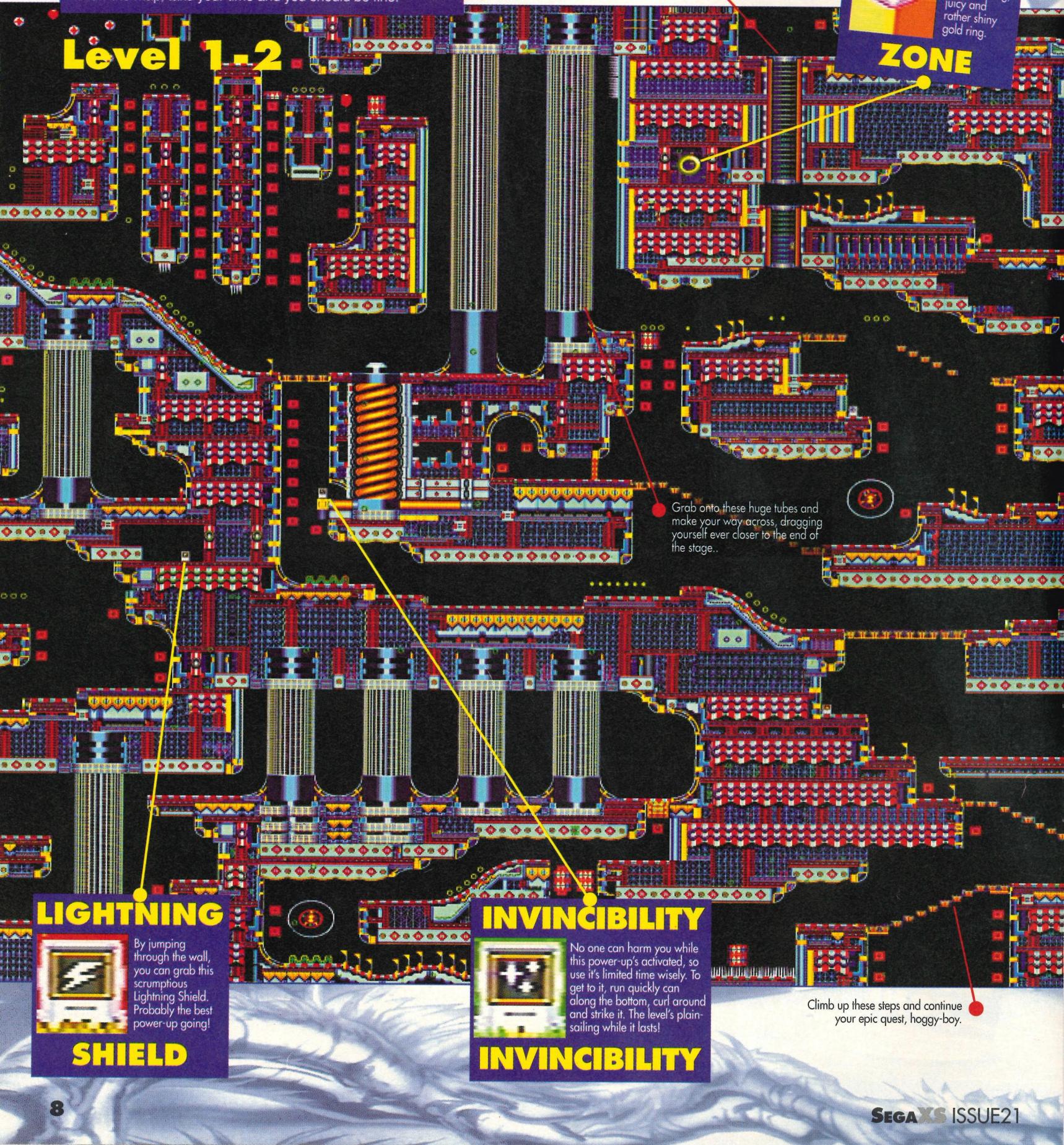
ZONE

Thunder along here and you will automatically collect loads of rings.

Jump on top of this anti-gravity ball and you automatically hang on to it. Allowing you to climb to the goodies higher in the level.

Level 2-1 is, to be frank, a pesky devil to complete. There are plenty of tubes and springs to speed along to either a fast finish or an early exit! There's always the danger of a swift death at the hands of a Badnik or on some spikes, so always be on guard. It's tough going, but then again this is World Four. Follow the map, take your time and you should be fine!

Level 1-2



LIGHTNING SHIELD



By jumping through the wall, you can grab this scrumptious Lightning Shield. Probably the best power-up going!

SHIELD

INVINCIBILITY



No one can harm you while this power-up's activated, so use it's limited time wisely. To get to it, run quickly along the bottom, curl around and strike it. The level's plain-sailing while it lasts!

INVINCIBILITY

SPECIAL ZONE



By walking through the wall, you reach this big, juicy and rather shiny gold ring.

Climb up these steps and continue your epic quest, hoggy-boy.

Run past this re-start point to activate it. Saving time and the immense frustration caused by having to return to the start of the stage.

Get sucked up through this tube and you emerge in the lower section. The home straight's now in sight.

Hang on to these tubes to be carried either up or down, depending on the position of the elevator.

These barrels bounce up and down, threatening to crush any unwary hedgehogs.

LIGHTNING SHIELD

A hidden passage-way in the wall brings you here. Collect not only this shield, but twenty rings as well! Not to be sneezed at!

WATER SHIELD

More rings than a blue hedgehog can comprehend are here. By freefalling through this shaft, you collect rings to your hearts content.

WATER SHIELD

Pick up this Water Shield and bounce your way over the Badniks, without fear of their revenge.

Another set of rings to add to the collection. Just run along and grab 'em. Easy, eh!

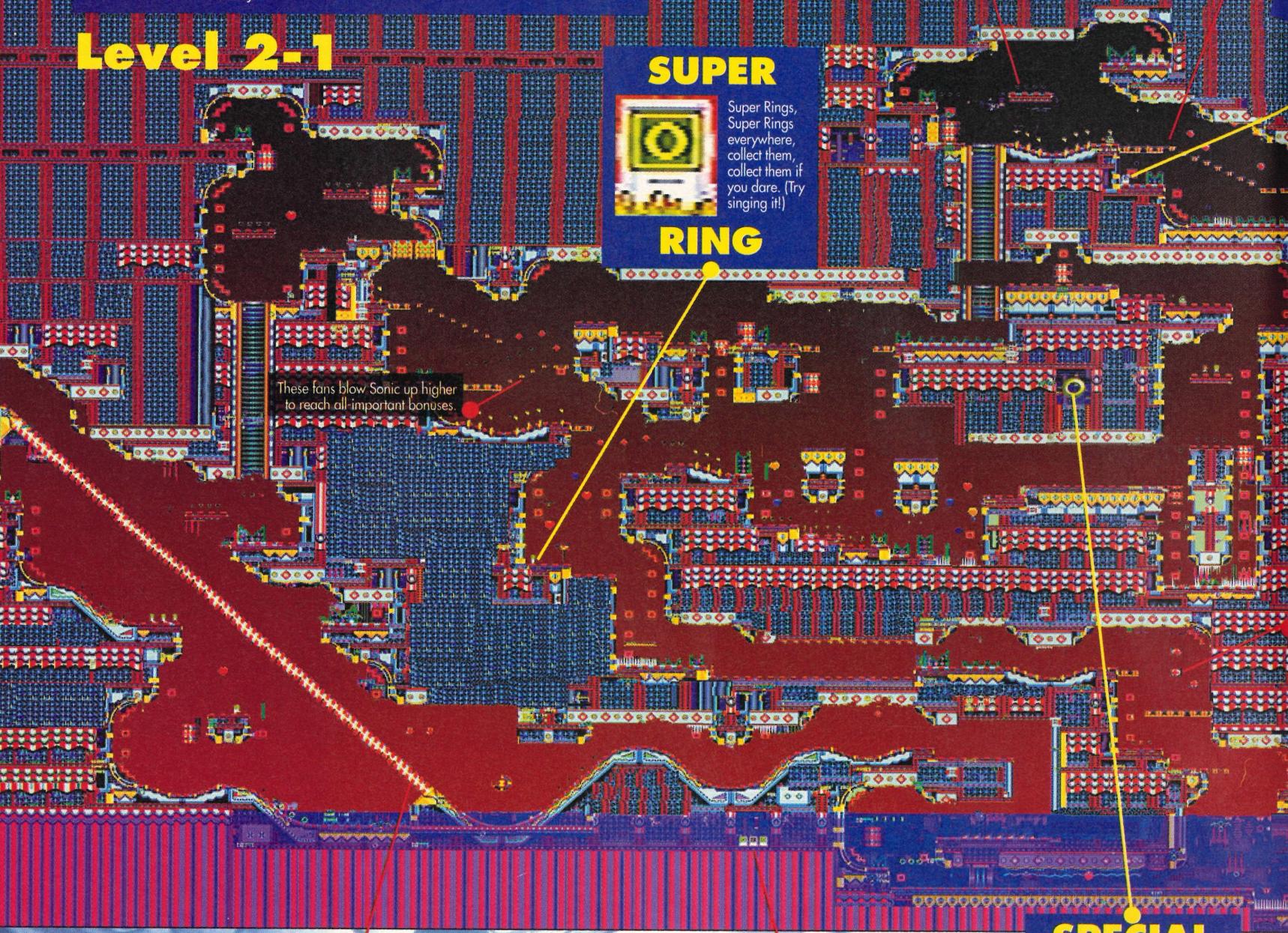


"So! Ha, ha, ha! Your puny video-gaming attempts have led you this far, eh? Well, you may think that you're pretty hot-stuff, but try your luck against this Mr. Hedgehog-breath!" Dr. Robotnik said as he sat back on his specially-made Robo-Sofa. He could see Sonic and Tails through his giant Robo-Monitor looking bemused at his threats.

"Alright Tails, lets teach this sucker a lesson," Sonic said "Right-ho Sonic!" agreed Tails, well, we all know, he sadly does everything Sonic says. With that they both turned around to confront the next stage of their quest...

As you've probably guessed by the map, this is a simular zone to the last one, but this time there's one difference — it's an awful lot harder! All sorts of dangers await you, including Badniks, traps and spikes. Make one wrong move, and you're history! Watch out, pucker up and get ready because it's comin' at ya!

Level 2-1



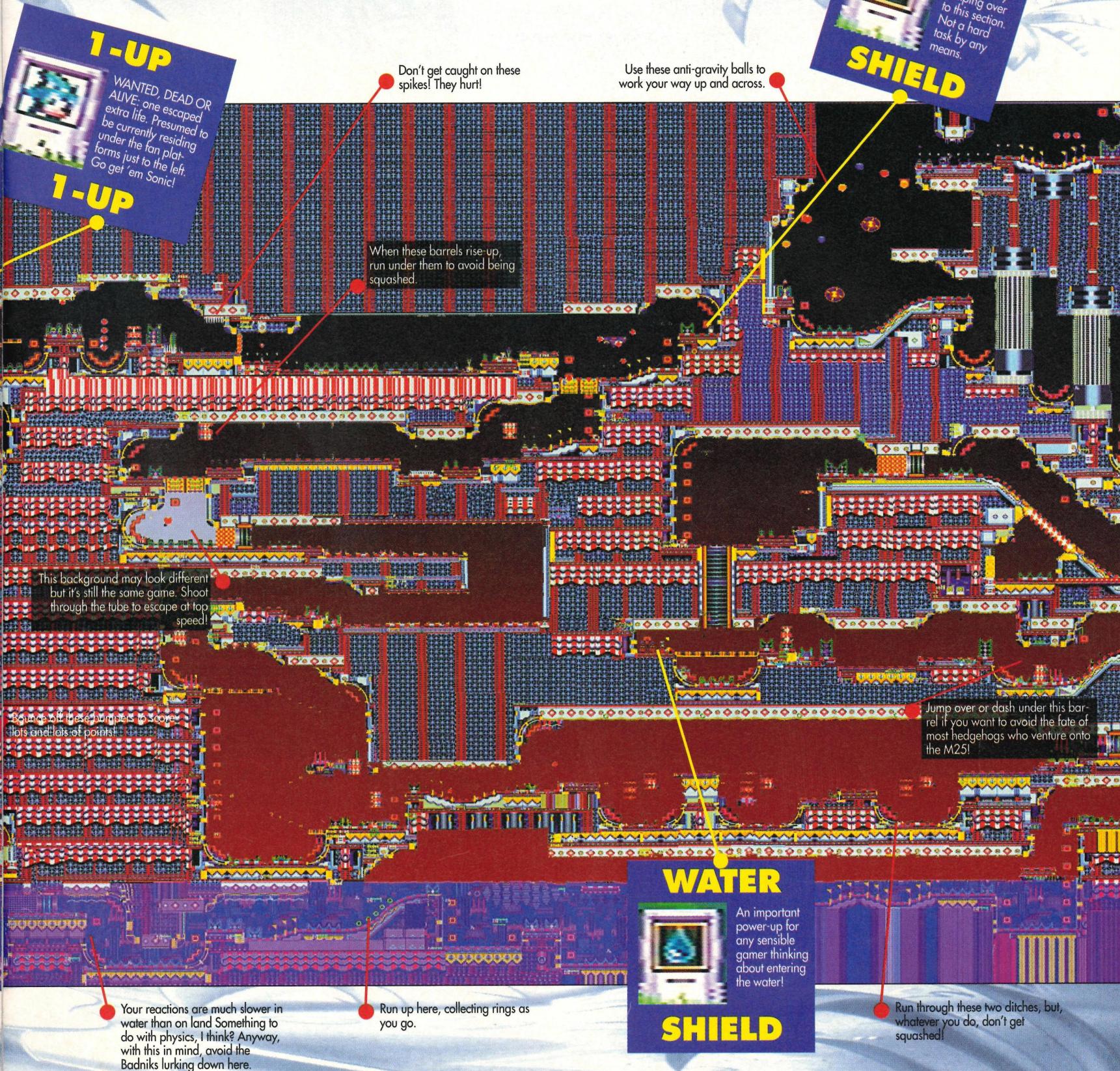
Whoooooch! Run down this tube and get very dizzy at the same time!

Run through the secret gap in the wall to grab these three power-ups.

SPECIAL ZONE

By this stage it's vital to enter the Special Zones. Without a full complement of Chaos Emeralds the games only half done!

ZONE



You may have packed some sandwiches, but this level's no picnic! The final section of the Carnival Zone's quite a tricky critter, so be on your guard. Springs, Badniks, bumpers, barrels, tunnels, platforms, water, power-ups and a big guardian at the end. This level has it all! Hurrah for *Sonic 3!* Hip, hip, hooray! It's quality like this that gave the game its huge ratings in all the lesser mags! Mind you we at SEGA XS love all Sonic's adventures too!.

Level 2-2

Power-ups ahoy! Don't delay, grab what you can, rest assured you're going to need them.

WATER

If you want to get this useful power-up, just jump up onto this platform and, hey presto, it's yours. Magic!

SHIELD

Walk through the wall on the left to collect this power-up. I'm sure that instruction sounds familiar, but this is a guide — we can't help it if the guys at Sega like the old secret passage routine!

INVINCIBILITY

INVINCIBILITY

Whiz down here and your eyes fall out of their sockets! It's also a great way to avoid the Badniks. Basically they can't catch you.

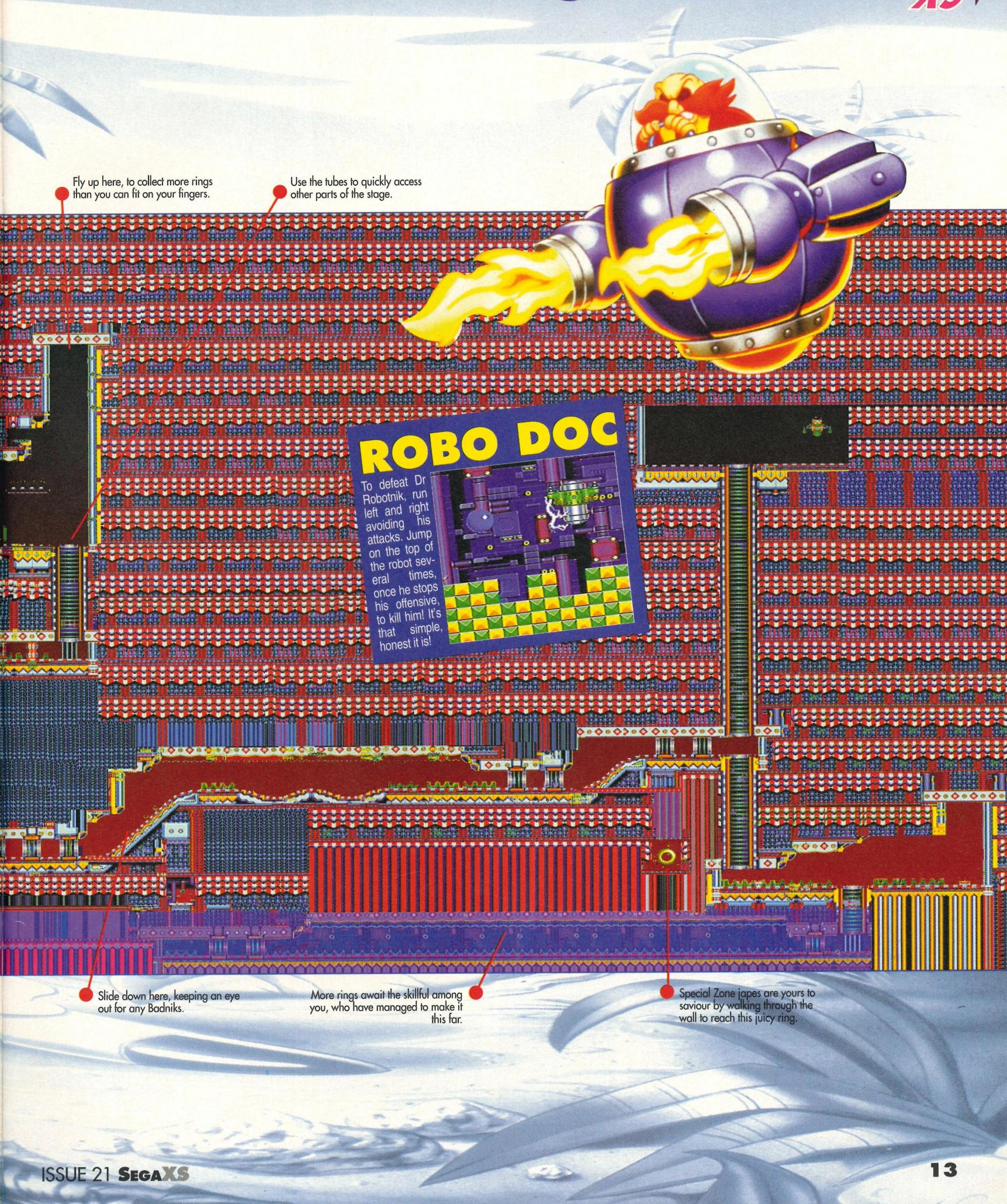
SUPER RING

You want rings? You got it! You want ten rings? You got it! You want ten Super Rings? You got it if you jump up here!

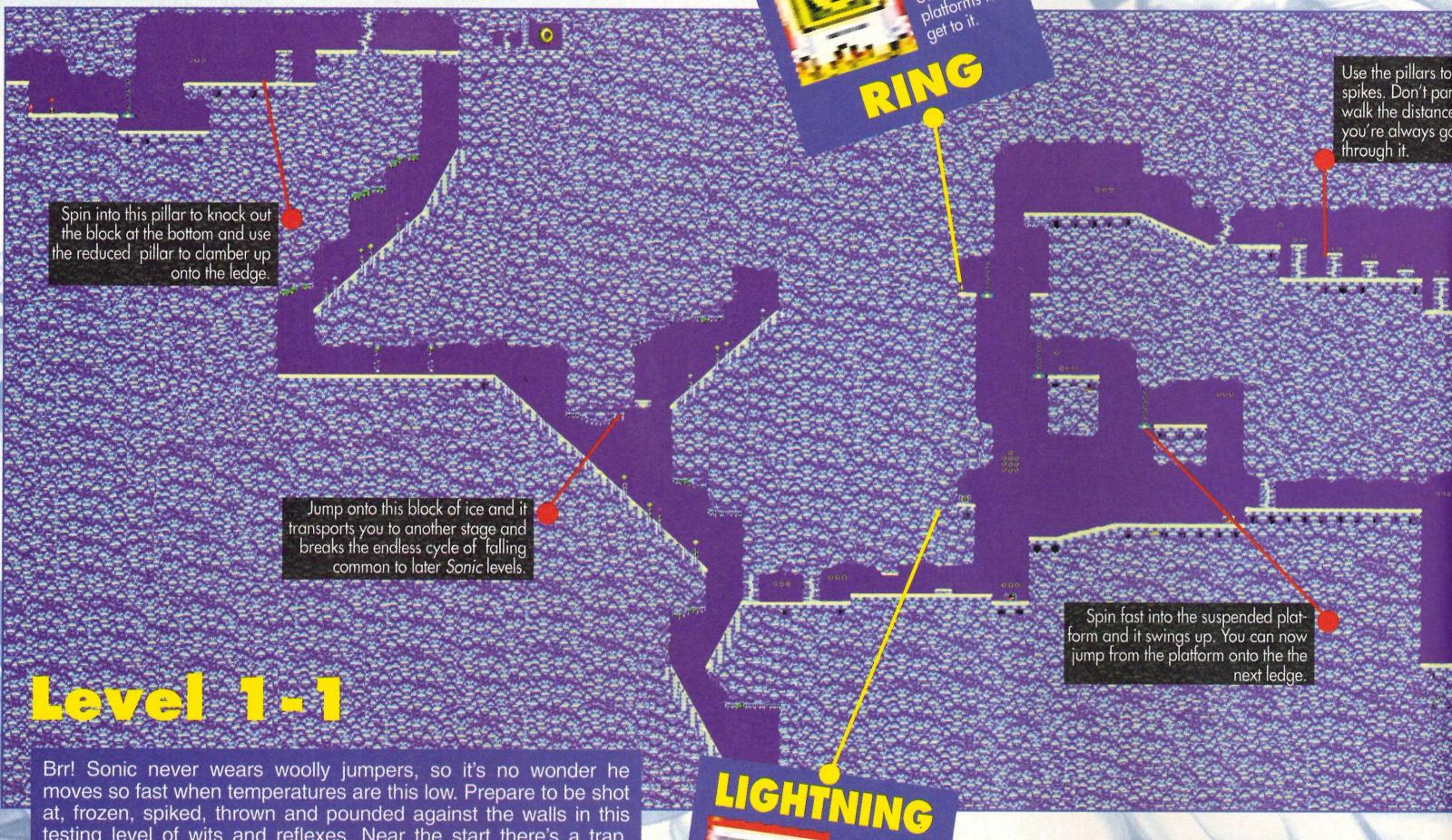
It's wet! Zoom down here, collecting rings as you go.

Smash these blocks to continue on into the depths of the level.

If you jump on these balloons, they will catapult you up into the air.



ICECAP ZONE



Level 1-1

Brr! Sonic never wears woolly jumpers, so it's no wonder he moves so fast when temperatures are this low. Prepare to be shot at, frozen, spiked, thrown and pounded against the walls in this testing level of wits and reflexes. Near the start there's a trap, causing Sonic to fall endlessly, but a bit of clever jumping soon sorts things out, so don't despair. General advice — be cautious, never forget to hit position markers and always keep your ring total up, to avoid being killed in a single attack.

ROBOTNIK'S BADNIKS PENGUINATOR

Here's some more cold and clammy Badniks in our Rogue's Gallery. These guys never know when to leave Sonic alone, chasing him all over the Floating Island. They usually appear in predictable locations, lacking other threats and difficulties. Just as well too!

CLAMER



These toolled up clams fire at you from fixed locations. Once their shell comes down you've no way of attacking them.

BLASTOID



Blastoids shoot to kill and have little respect for animal rights, so move out of the line of fire as quick as you can.

STAR POINTER



Slow moving and easily avoided. The usual mistake's rushing and jumping into them, so don't get sloppy!

CORKEY



This pneumatic cork-shaped drill is a tough cookie. It pumps you full of lead if you linger around it for too long.

LIGHTNING SHIELD



Gold rings gravitate towards you and attack is staved off with this electric shield.

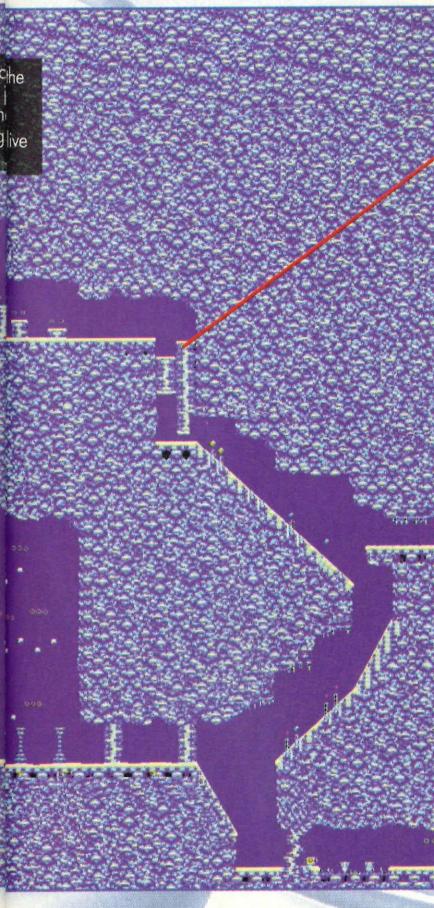
SHIELD



Wait for the icebergs to fall and use the flat underside as a platform to avoid the spikes.

Push the block until it begins to slide and jump on it to break the obstructing wall. Don't forget to touch the position marker.

It's a frosty day for Sonic as he plummets into the ice caverns, sliding down slippery slopes, taking out Penguinators and smashing through ice walls. He can come a cropper in many locations and some methodical thinking may be called for, so slow down a little and take it all in your able stride. There's also a lot of spinning required to smash into places and get some gadgets moving. At the end of the level, prepare for a heavy offensive from Robotnik's big, bad Ice Robot. Chilling stuff!



These two blocks slide up and down and, for the briefest second, Sonic can squeeze through the gap. Speed is of the essence to succeed!

DRILLER KILLER

Robotnik wants to mash Sonic and Tails in this airborne battle. The only thing keeping Sonic in the air is Tails, so control Tails with the D-pad. Attack Robotnik's contraption with the usual tried and tested bounce method. Robotnik's huge metal machines are no match for Sonic in full flow. Just don't get caught in the flames, or by the drill on the front of the craft.



INVINCIBILITY

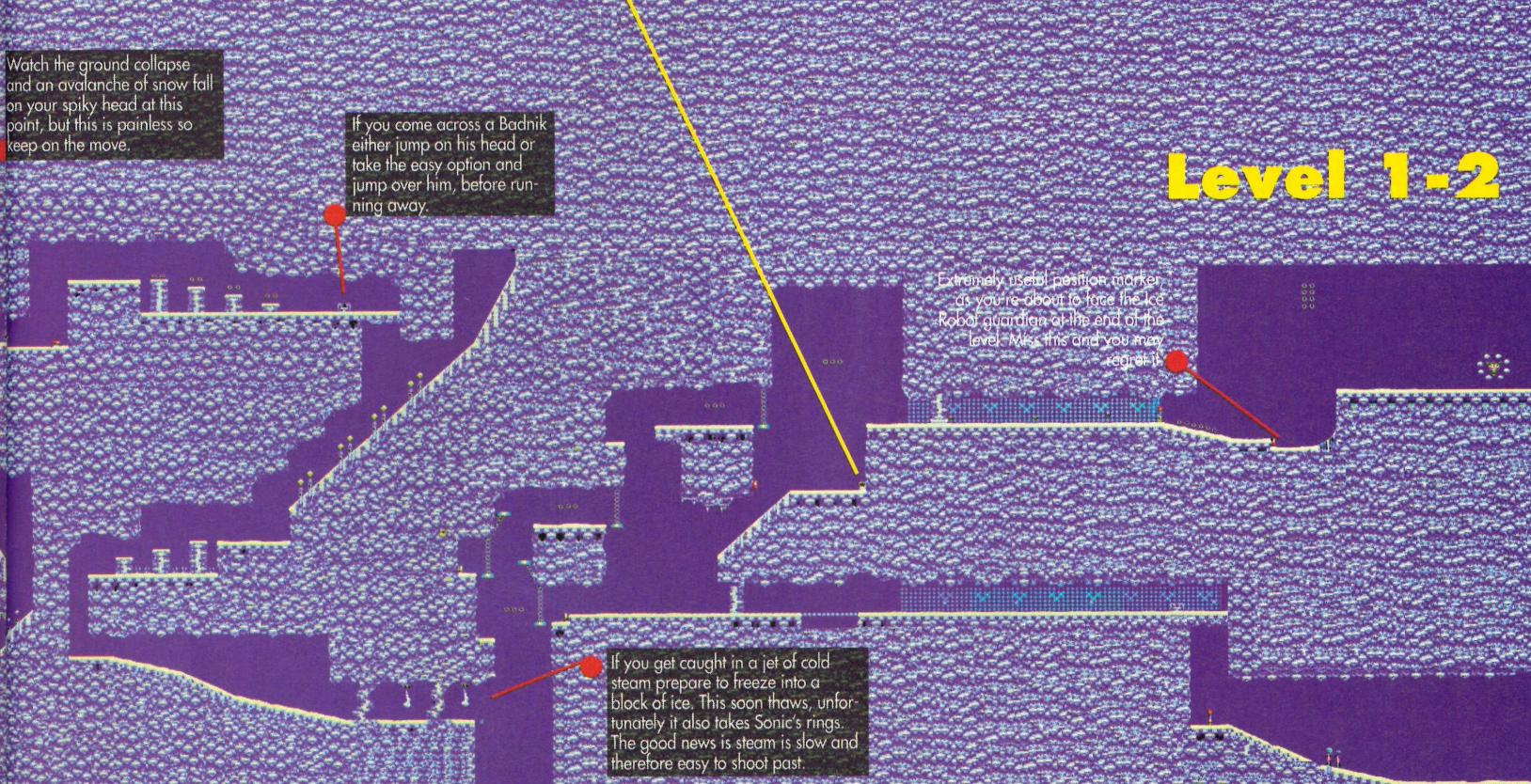


INVINCIBILITY

Sonic's free from harm for a short time, if you make the effort to grab this valuable power-up!

ICE ROBOT

The Ice Robot's a constantly revolving ring of spiky ice balls which bombard you when you least expect it. There's nothing quite as annoying as a snowball in the face! Use Sonic's attributes to the full to defeat this beast. For a start keep on the move to avoid the attacks and when the machine is unprotected, jump at it! After a few hits watch the sucker blow!



Level 1-2

Extremely useful position marker as you're about to face the Ice Robot guardian at the end of the level. Miss this and you may re-enter!

Level 2-1**LIGHTNING**

The first power up of the level proves to be a useful one for collecting rings and extra jump power.

SHIELD

You have to jump on top of this spring twice to use it, as the ice encasing it has to be broken.

Notch up your ring total by sliding down this ice tunnel. Keep up your speed towards the end to make the carriage swing up. Then jump onto the ledge but beware, if you hang about too long it collapses.

SPECIAL

The loop at the top leads you into this chamber. Once inside try accelerating hard to get out.

ZONE

This level is as slippery as they get. We all know Sonic's a cool character and he doesn't get much cooler than in these frigid ice-caps. The temperature may be sub-zero but the action certainly isn't. Prepare for everything from collapsing snow platforms to tricky double speed-loops. There is also icy water to swim in as if the level itself wasn't cold enough!

Battle it out with Penguinators, gun-carrying clams and a manic, possessed drill that shoots you without mercy. As for Robotnik himself, he has created a devilish new device to bombard Sonic with a flurry of deadly snow balls. Sonic's no stranger to such dangers, but this is one of the deadliest tests of his endurance yet. If you survive this things can only get better!

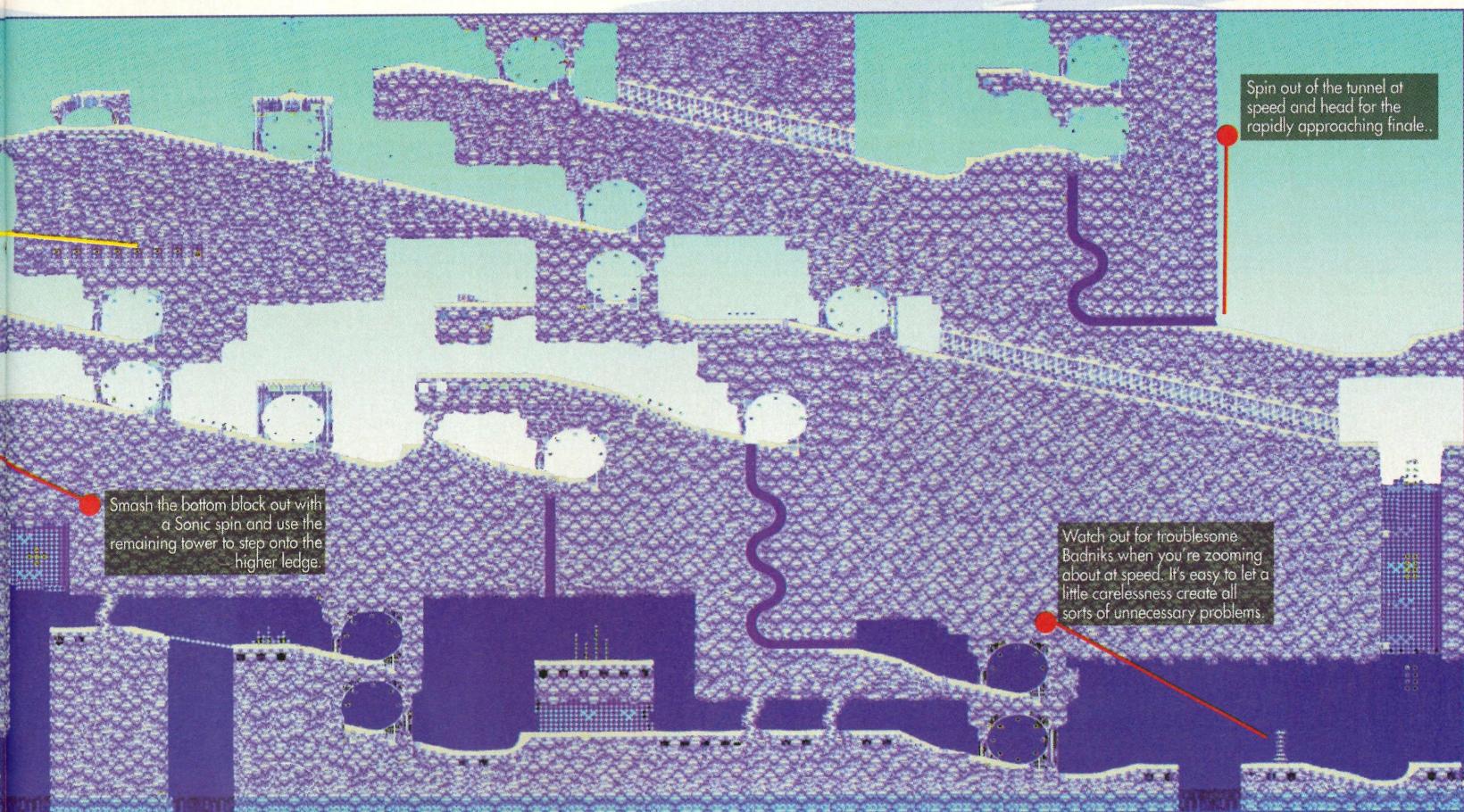
Level 2-2

Unlike many other bridges in the game, these do not collapse behind you, so there is no need to panic.

More fun in the snow. How many cold calamities can a small spiky hero take? By now you may be used to the formula for success on these chilly snow landscapes. The arctic antics won't, by any means, become bland though. The speed is so fast your left spinning in your chair, with your eyes rolling in opposite directions. The end guardian is a snow blasting machine, with Robotnik poking out of the driving seat. What a villain!

This pillar is tipped with spikes. If you don't want to be flattened watch the rhythm and time your dash.





SPECIAL ZONE
Enter from the left without too much difficulty. Now storm through the Zone, collecting spheres.

Access high ledges with the lightning shield power up by double pressing jump.

SNOW BLASTER
That evil rogue Robotnik is on the offensive once again. This time in a device fitted with an hydraulic arm for blowing noxious snow gas at you in almighty clouds. Jump onto the platform which is above the snow weapon and use it to bounce all over the underside of the craft. It's tricky trying to avoid the icy jets while trying to clamber onto the platform at the same time, so calculate and time all your moves!

Leap over these platforms, avoiding the Badniks swarming around to get ever closer to Dr Robotnik.



LAUNCH BASE



ROBOTNIK'S NEW BADNIKS

Badder-than-bad, that's the Badniks! There are five new meannies to contend with in this last level, and they're detailed to the right. Some of these Badniks will shoot energy-balls at you. Remember, even if you keep your distance, their energy weapon can still harm you.

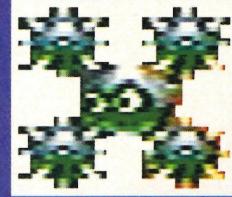
When confronted by a host of Badniks, watch their attack patterns and act accordingly to avoid or kill them. Remember to take advantage of Tails and any power-ups you possess. The Spin-Dash-Attack is highly effective against any nasties. Sadly, even if you master the Badniks, the terrain on the last levels is lethal, so watch your back!

SNAIL BLASTER



This critter is found stuck to the sides of walls, firing off lethal energy-balls. The solutions simple — spin him to death and you won't go far wrong.

ORBINAUT



A tricky foe to defeat, the Orbinaut has four lethal spike-balls to hurt you with. He can be killed if you leap into his face. That'll teach 'im!

FLYBOT767



This bird-thing swoops down on you from above.

DEATHBOT



This is a special kind of Badnik you find towards the end of the Launch-Pad Zone. He's vulnerable in the centre, but watch out for his arms!

RIBOT



This croaky fellow swings a huge iron-ball, causing you no end of grief. Swiftly jump up and hit his body to kill him.



SPECIAL ZONE

The Special Zone is the one part of any *Sonic* game you can be sure you need to master. You'll be pleased to know that *Sonic 3* is no different in this respect. The game's not complete until Sonic's collected enough Chaos Emeralds to go Super-Sonic. The place to get the Emeralds? Yep, you've guessed it — inside the Zone! To make your life just a little bit simpler, we've included this comprehensive guide to the ins and outs of the Zone, detailing specific tactics and things to watch out for. We're nice like that you see!



Hidden in every level of every Act, are a batch of giant gold rings. The hardest parts locating them, which is where all these lovely maps come in handy. Jump into the rings to reach the 3-D Special Zone. To have any chance of getting an Emerald you need to collect all the blue-coloured spheres. This isn't easy, as there are loads of red spheres to avoid.



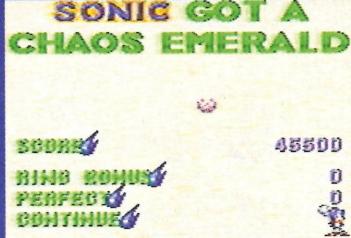
If you touch a red sphere, your time in the Special Zone is up. The best bet is to run around square formations of blue spheres. This changes them into gold rings, which you can collect. The speed of the Special Zone is fast and furious, but after a few goes it shouldn't cause you any problems. But that's not all, there's also the bumper spheres to tell you about, so read on.



The white spheres are bumpers which you bounce you way off course. This can prove disastrous, to correct the fault turn around so you're going forward once again.



When you collect all the blue-coloured spheres, you automatically receive that most-wanted of items: the Chaos Emerald! Remember though, one Emerald is just not enough to satisfy an appetite as insatiable as Sonic's!



This (above) represents a perfect Special Zone, if you've got a Chaos Emerald, a high-score and a Continue it's perfect! We at SEGA XS always play a perfect game, so it comes as no surprise really.

Here are some tips for completing the game and making sure all the hard work in the Special Zone isn't wasted:

1. When you get hit by a Badnik, spike or any other obstacle, quickly re-grab as many rings as possible.
2. Keep an eye out for hidden rooms in the game (our maps will help you).
3. Use your Spin attack to get out of tricky situations.
4. When you finish an act, hit the sign a few times for some unexpected power-ups.

The Launch Base is a superb level full of colour and diversity. Travel along huge revolving steel tubes and take rides in cushy futuristic lifts, which by coincidence also revolve! There's so much spinning in this level you're likely to become a little bit dizzy, but try and keep a steady head. If nothing else simply marvel at the unravelling world with all its strange wonders and weird pitfalls. Magic stuff!

Level 1-2



This tube revolves, takes Sonic with it. If you see a Badnik near the tube try not to get dragged into its path.

Use this platform to swap lifts midway between the two.

Nearly home and dry now so get ready for the final showdown of the Act.

Pointdexter's need close scrutiny to judge their movements. Use the spring next to the Pointdexter to get to the level to the top right.

Agh! It's Robotnik again in one of his spherical flying machines. Bounce him into oblivion.

A neat revolving elevator for Sonic to sit in to reach higher platforms. No need to even waste energy, just sit back and enjoy the ride.

IRON FIST!

The penultimate guardian is surprisingly easy to beat. Simply wait for the robot to emerge from one of three floating doors. As soon as the robot starts rotating and swinging its two spiked arms run to the corner of the room. When the arms stop spinning launch the usual bounce attack, retreating once the cycle begins again. The guardian's almost beaten when one of his arms explodes; a couple more attacks and it's all over.



Watch out for Badniks as they try to thwart your every move. Don't these guys ever learn; Sonic can't be scared off!

Keep moving and don't hang about. The best way to reach the end of the stage is to ensure Sonic's not caught out by the slow-moving Badniks.

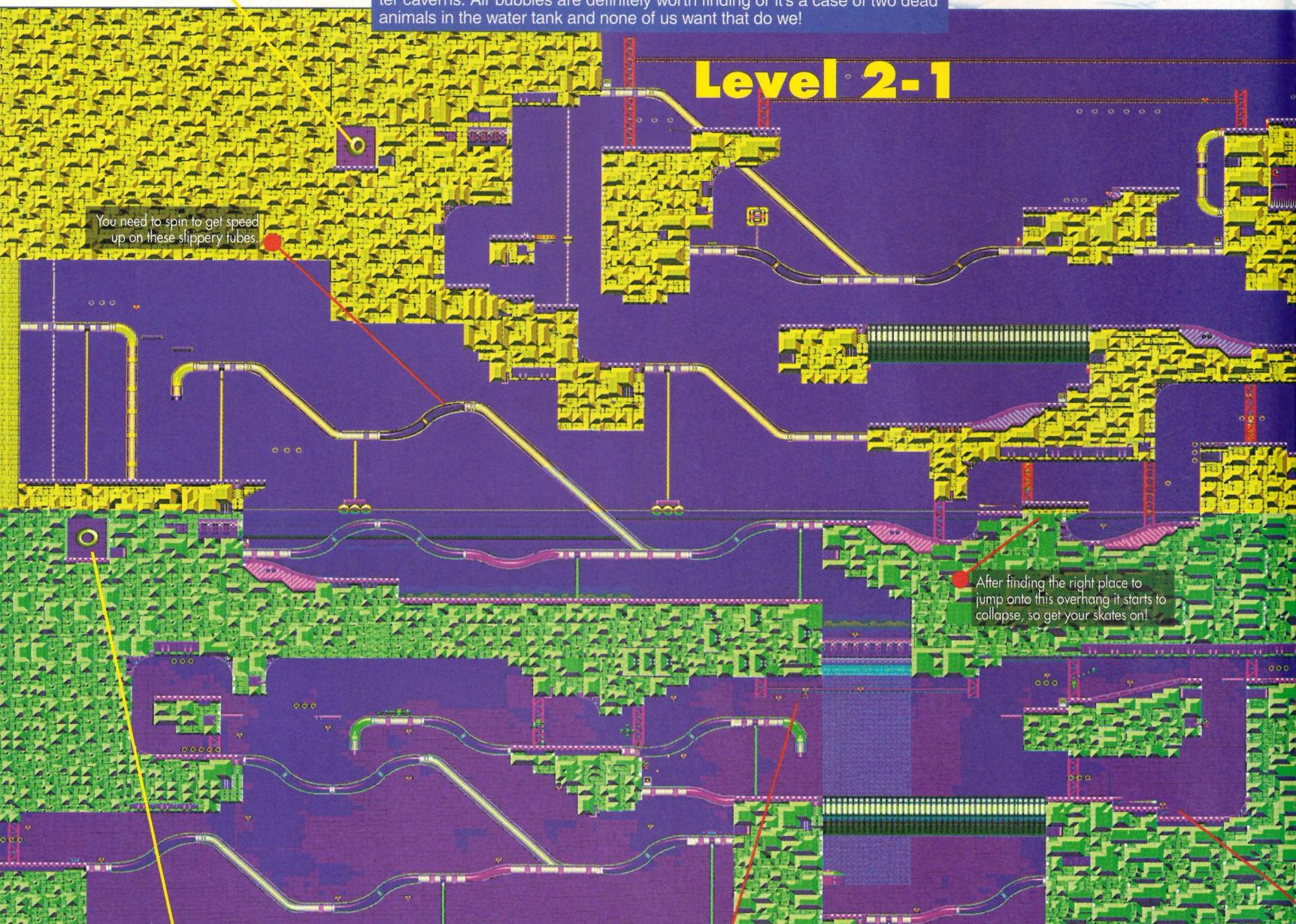
SPECIAL

Enter via tube to the right. Then enter tube to high levels. Tricky to get at, but worth it!

ZONE

A stonking great level for a tiny blue animal and his mate to negotiate. Full of tubes, lifts and all sorts of nasty looking baddies. The pace is as menacing as usual and Sonic may find himself thrown around quite a lot by the powerful trajectory cannons. The huge turning coil is here again, and a good sense of perspective is needed to time the jumps well.

Robotnik power ups may pose a problem but there are plenty of Special Zones for the pair of manic munchkins to sink their teeth into. These Zones are trickier to reach than usual but well worth the effort. There are also Underwater Zones, ranging from small pockets and pools to huge underwater caverns. Air bubbles are definitely worth finding or it's a case of two dead animals in the water tank and none of us want that do we!

**SPECIAL**

Use the tube on the right to get into the room and stomp your way through bonus central.

ZONE**SUMMARY**

GAME NAME: Sonic the Hedgehog 3

TIME TO COMPLETE: 5 days

HIGHEST SCORE: 5,200,160

NUMBER OF LEVELS: 6

CHALLENGE RATING: Easy

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

INFINITE LIVES
INFINITE RINGS

SUPER RING

Enter from the right. There's also a handy 1-UP to grab for an extra life. Not a bad catch.

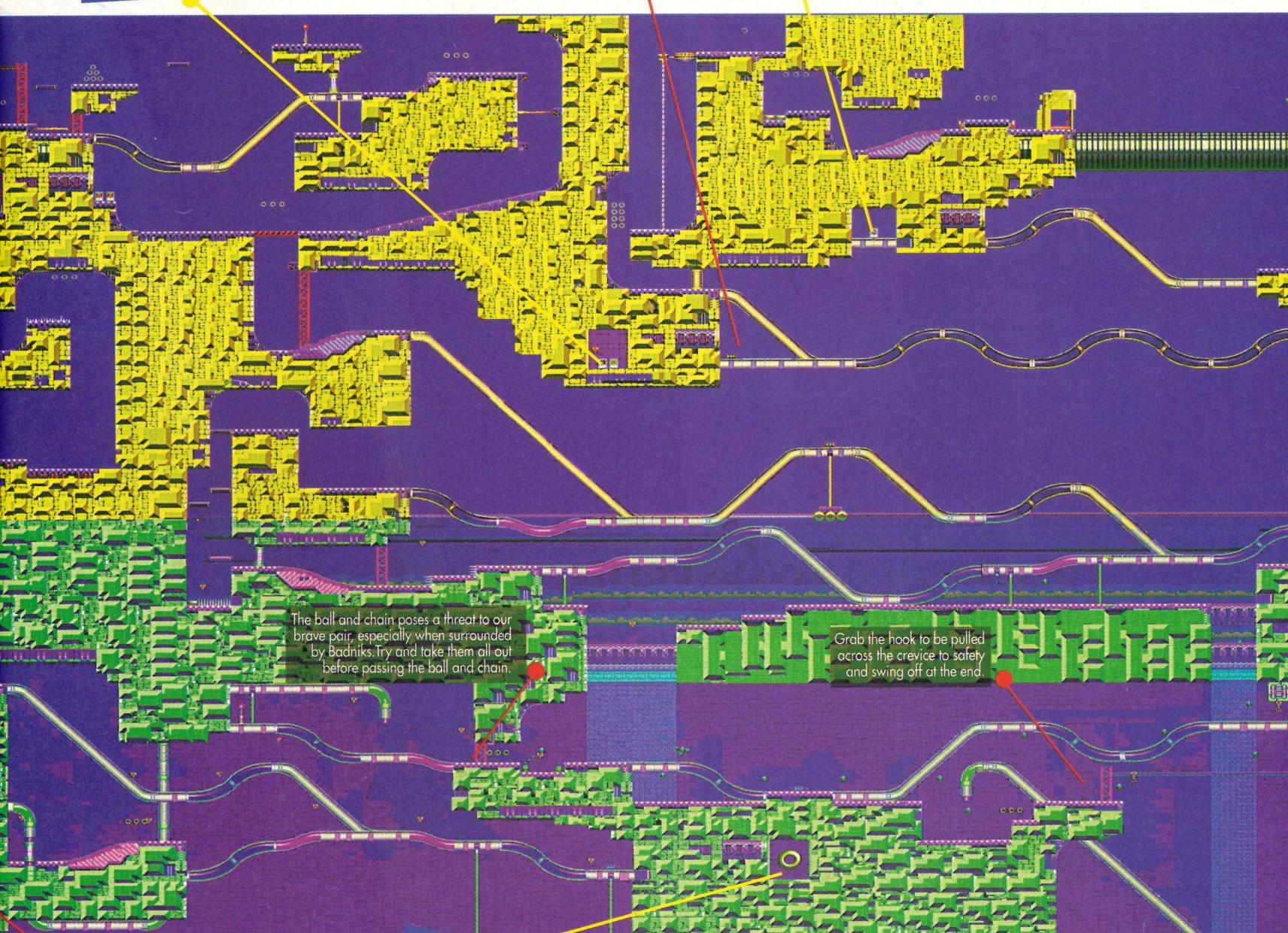
1-UP

Get in using the tube on the right after negotiating a steep climb. Nothing could be easier.

1-UP**GAME GENIE**

AA6TAAXC
LEVEL SELECT

Watch out for the bad guys who shoot you for a pastime if you're not extra careful.



When you use the lift watch out for a flame-spitting head on the left.

SPECIAL ZONE

Fight your way into this Special Zone room and have a field day with the bonuses.

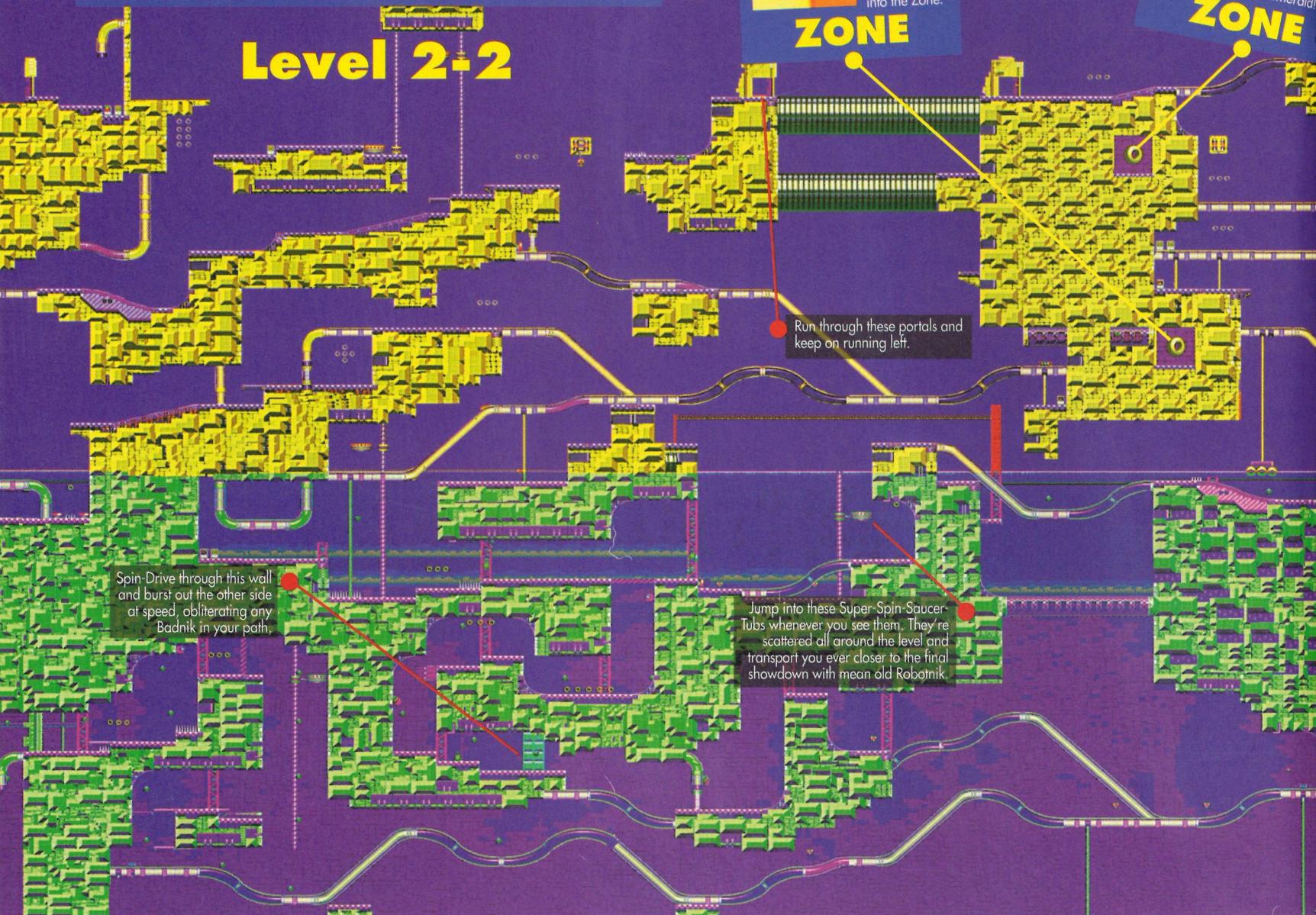
ZONE**BONUS ROOM**

Collect 50 or more rings in a single act and jump into an activated star-post. On entering this bonus stage, you find a massive gumball machine, each gumball being a useful power up or 1-UP. Turn the crank on the machine to release a gumball. Then it's party time!



This is the final level. Unbelievable as it may seem, we've finally reached that sacred milestone. Who would have thought, right back at the start, that such things were possible? Raise a glass and shout "Three Cheers" for the SEGA XS crew. We did it — a massive solution, fraught with frightening perils, and that was just the caption boxes.

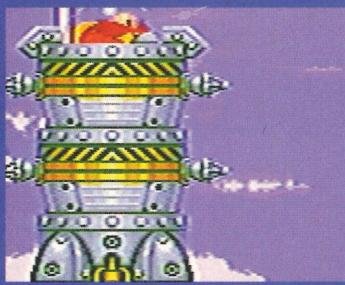
Anyway, this is the ultimate level. Fall at this hurdle and you'll never forgive yourself. Sleep will be broken by horrific nightmares about what might have been, if only you'd jumped that last yawning chasm with a bit more care.



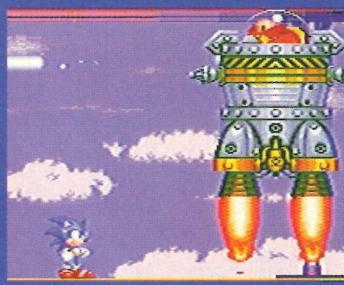
THE FINAL SHOWDOWN!



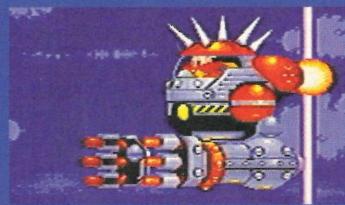
Jump up at Robotnik on the top-right and keep spinning into him to kill this robot. However, Robotnik's only warming up, this is the first of many showdowns.



Wait for his attack to finish before leaping in for the kill.



The craft has lost a section, keep going, he's nearly defeated.



The final guardian packs a powerful punch. Jump up at his face to bring him down a peg or two! Watch out for his massive claws and everything will be alright.

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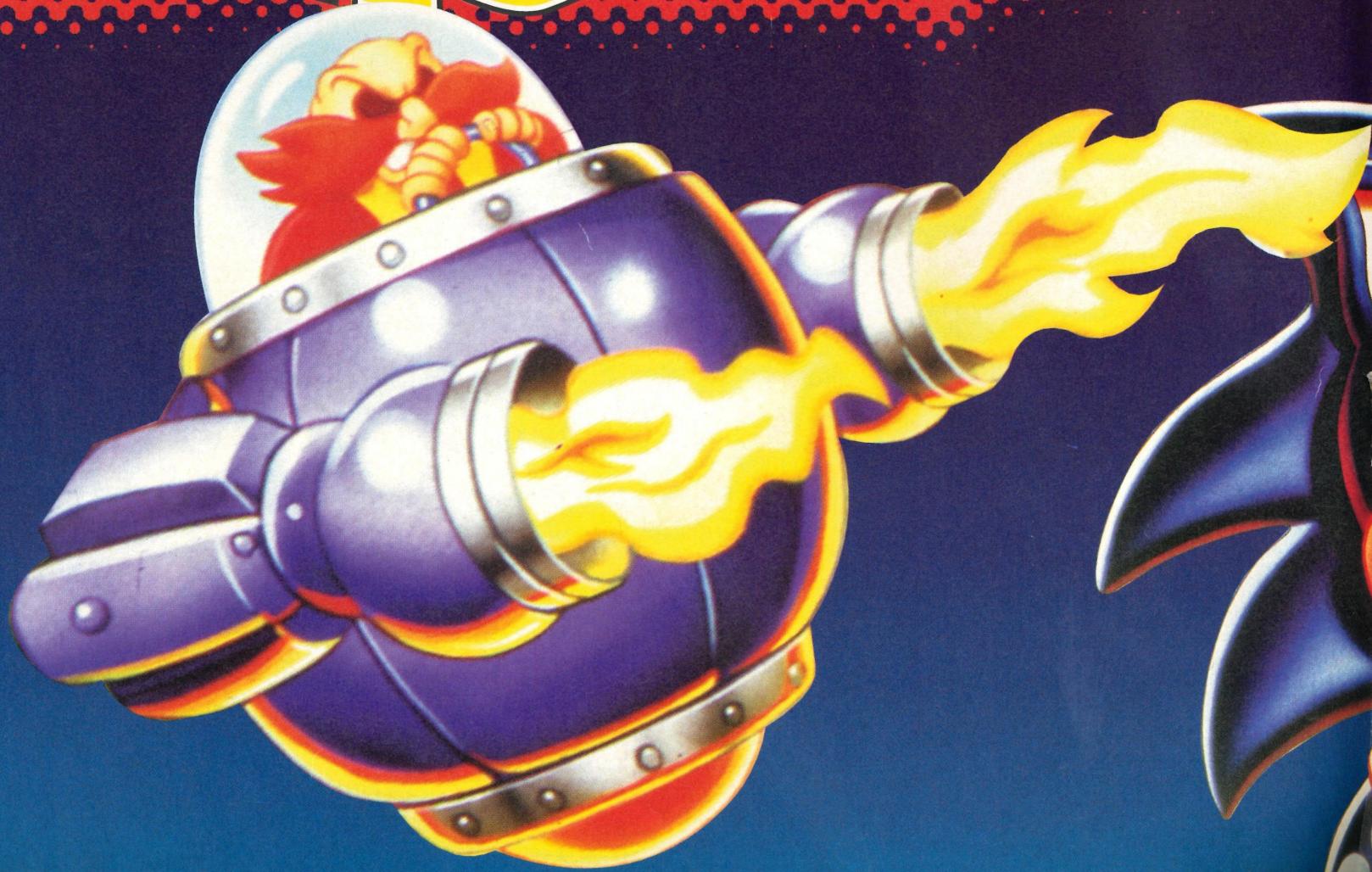
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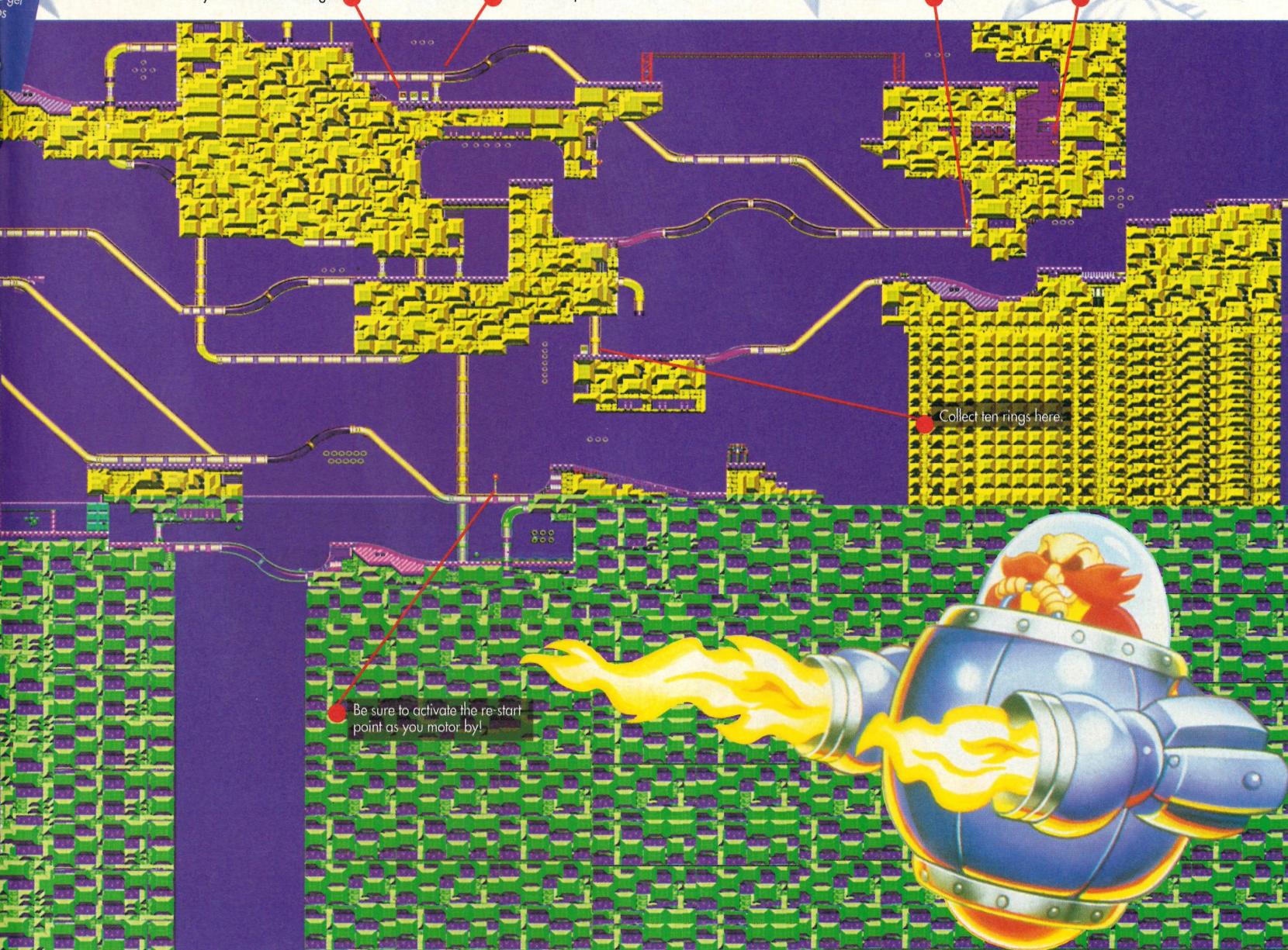
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Once on these tubes, you zoom through the level at breakneck speed.

Let yourself get hit by the bumpers and then just go with the flow!

Hit these switches to activate sliding walls and platforms in the level.



They think it's all over...



"You join me in the commentary box with Terry, as the game's final seconds tick away!"

"That's right Bob! Sonic has defeated the evil Dr Robotnik on his home turf. What a guy!"

"But hang on Terry, it looks as if



we haven't seen the last of this evil, old Egg-head!"

"Oh! And why is that, Bob?"

"Well, to complete the game correctly, Sonic has to collect all the Chaos Emeralds! At the moment this appears beyond his grasp."



"Hang on it looks like you spoke too early, Bob! The lad's now gone all yellow and super!"

"I do believe you're right, Terry! What a guy, eh? What a guy!"

"That's right, Bob! The game's over and the crowd appear to be satisfied with the result. What a thrilling finish! Final Score: Sonic 5 000 000, Robotnik 0!"



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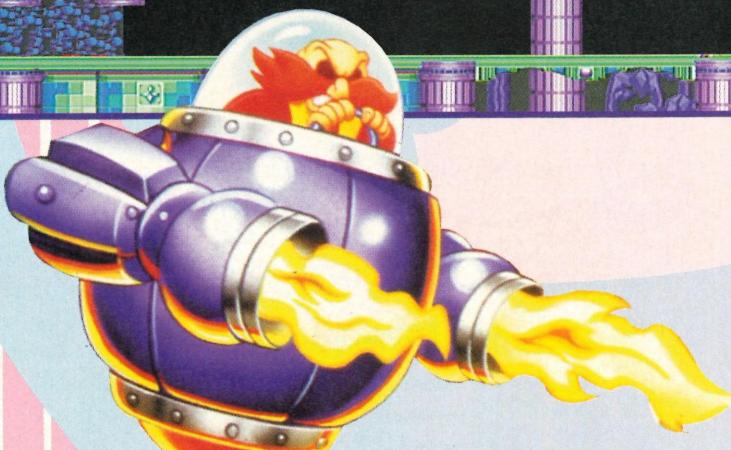
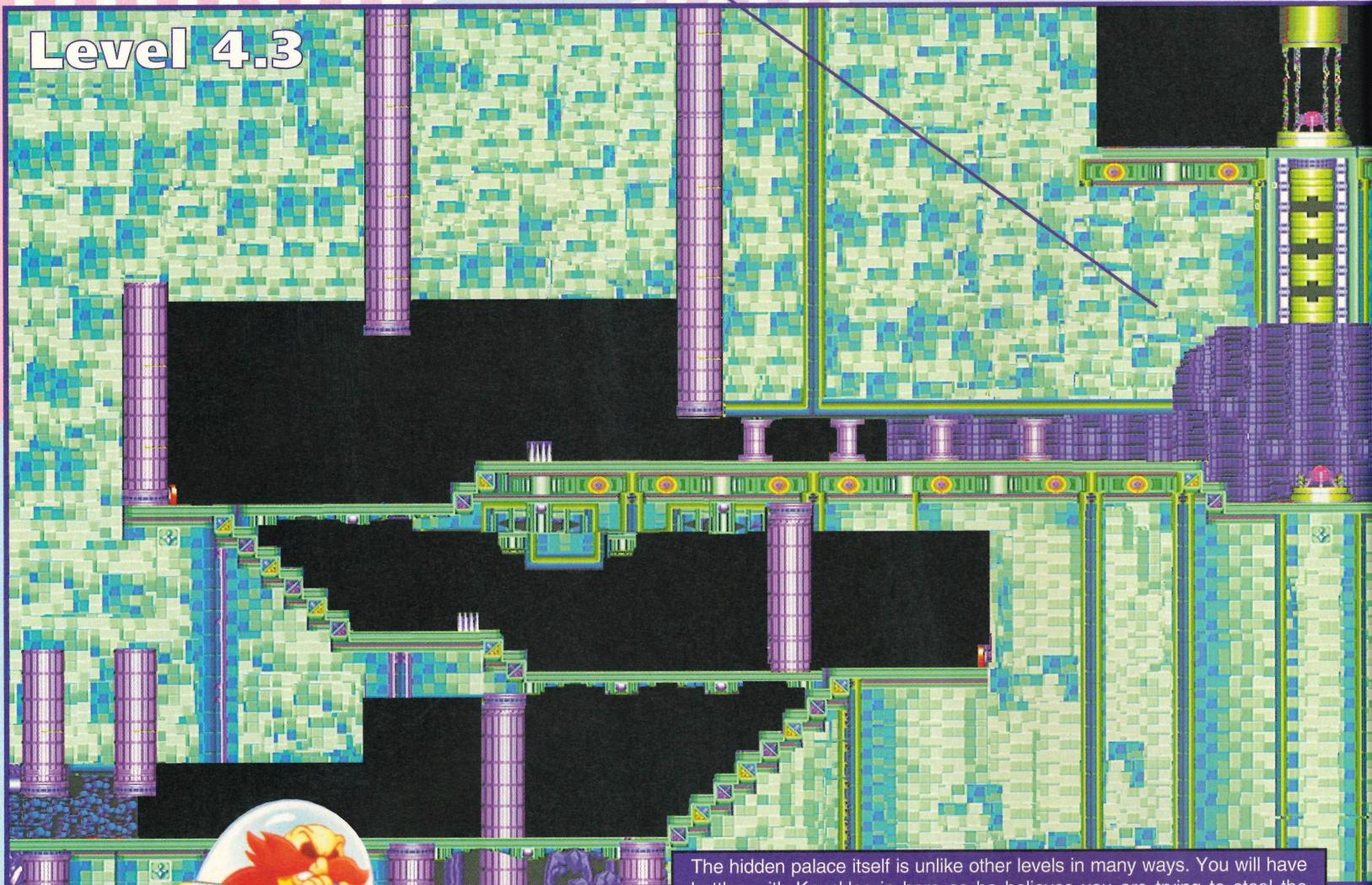
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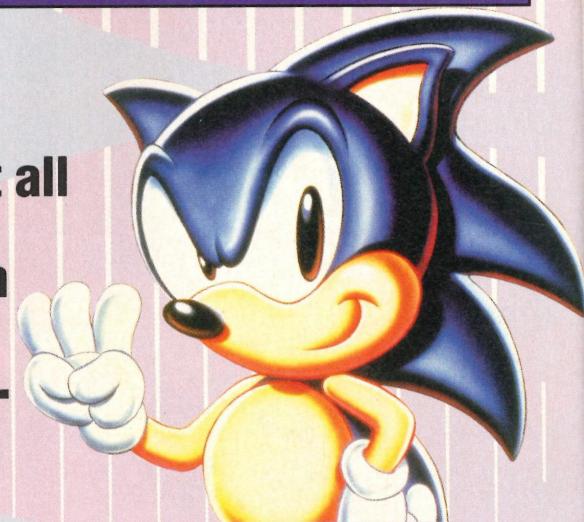
Yes! The final part of this gruesome twosome's escapades. We thrash that dastardly Robotnik, once and for all.



HIDDEN PALACE

The hidden palace itself is unlike other levels in many ways. You will have battles with Knuckles in here as he believes you are trying to steal the emerald. Eventually however he learns who the real baddie is and attempts to have a pop at Robotnik in his flying pod. The gameplay is still frantic and fast but now and again the game takes over in order to show you a snippet of plot and give you an idea of what's going on. The palace is quite beautiful and decorative and this is a cool place to hang out. Prepare to be sucked up, spat out and generally tossed all over the shop. Yes, playing in the hedge is a thing of the past for modern day rodents. Nowadays Hedgehogs expect more out of life than grubs and a saucer of milk!

It's time for the next gripping installment of that all time classic solution, *Sonic and Knuckles*. This titanic game goes from strength to strength with every level. New problems and varied gameplay ensures every hedgehog lover has his hands full. Lots of scenic landscapes make for pleasurable visuals and the problem solving is fast and fun.

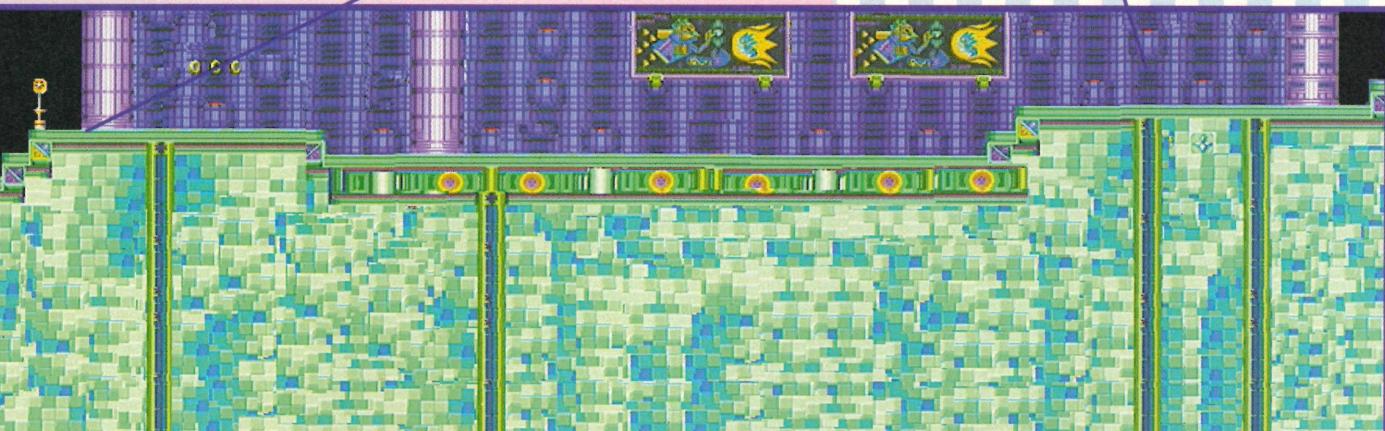


SOLUTION

SEGA
XS

Bash this position marker so you can avoid backtracking.

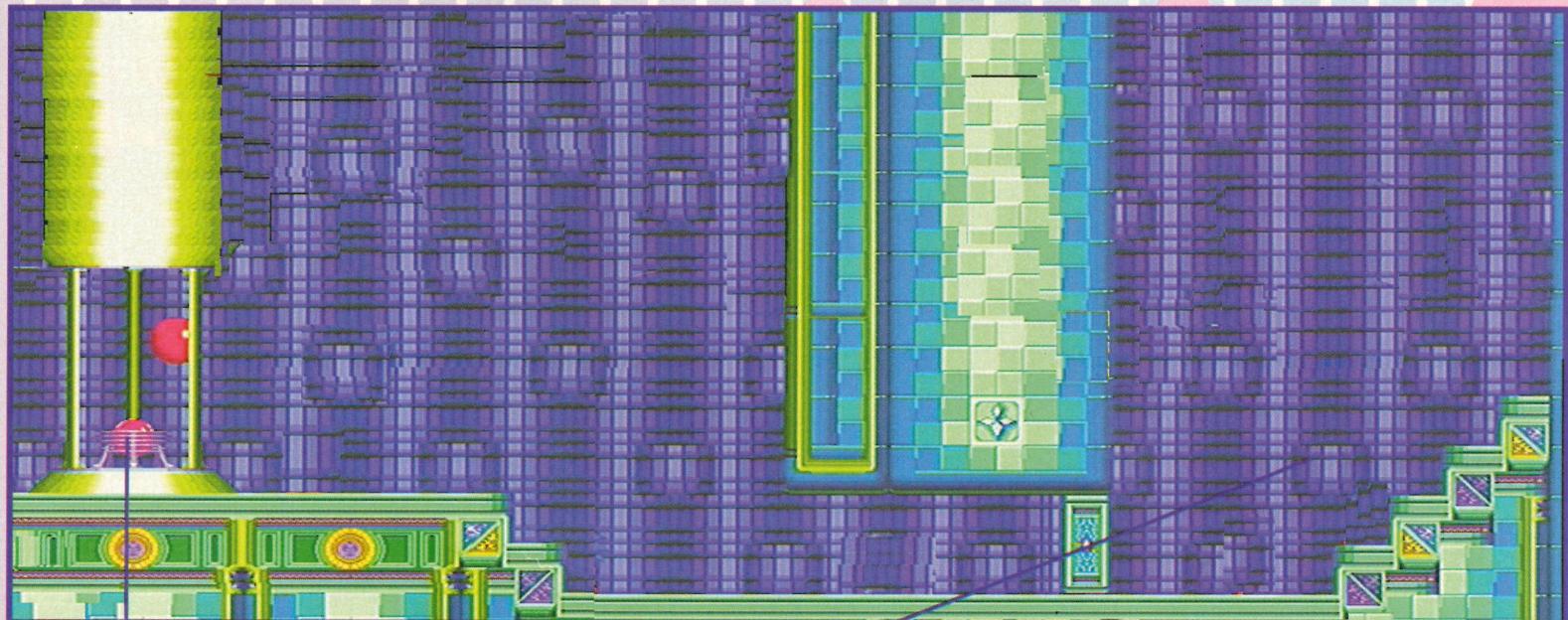
The game turns into a story board any minute and you can sit back and just watch the action for a moment or two.



Robotnik swipes the emerald from its perch here. Knuckles realises that Sonic is not the real enemy and it all becomes clear who the bad guy is.



Knuckles waves his fist at the villain and tries many times to beat him for the emerald, but all is in vain.



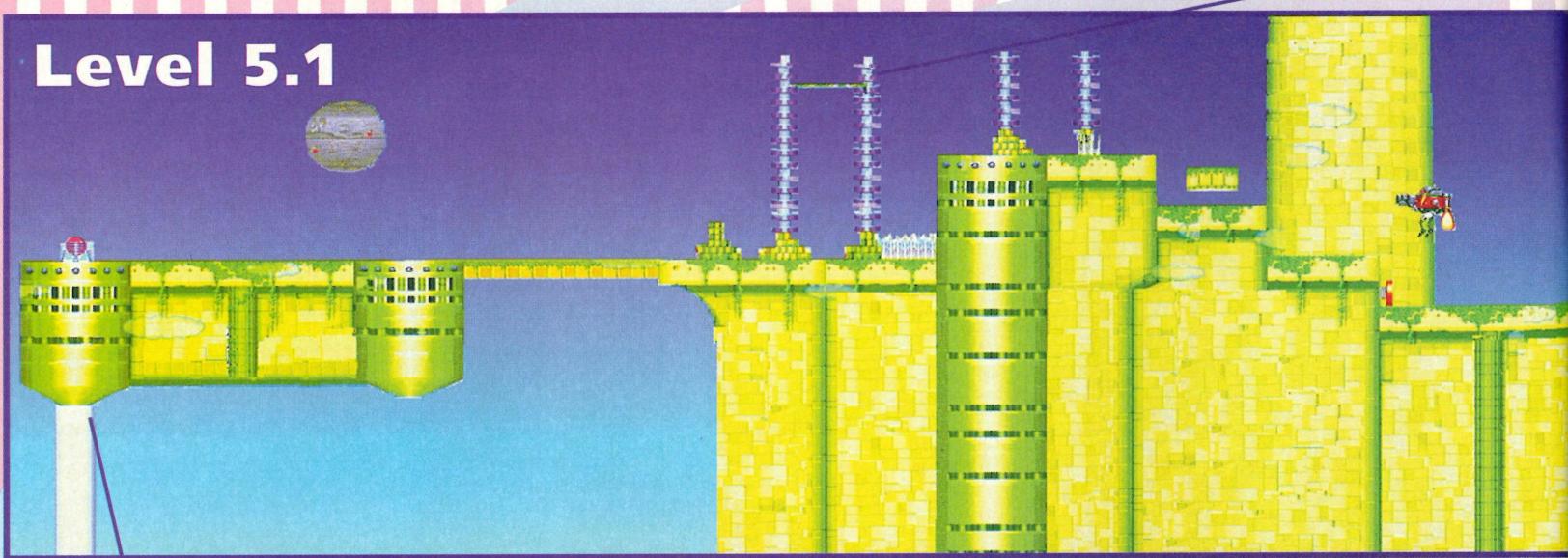
Beam up via this device to the next level. The action is pretty much automatic here but be ready to take control of the pad when you are sucked up this tube.

The two heroes at last join forces and stop their quarrels. Robotnik makes the ground under their feet collapse and they go tumbling down this shaft to another door.

SKY SANCTUARY

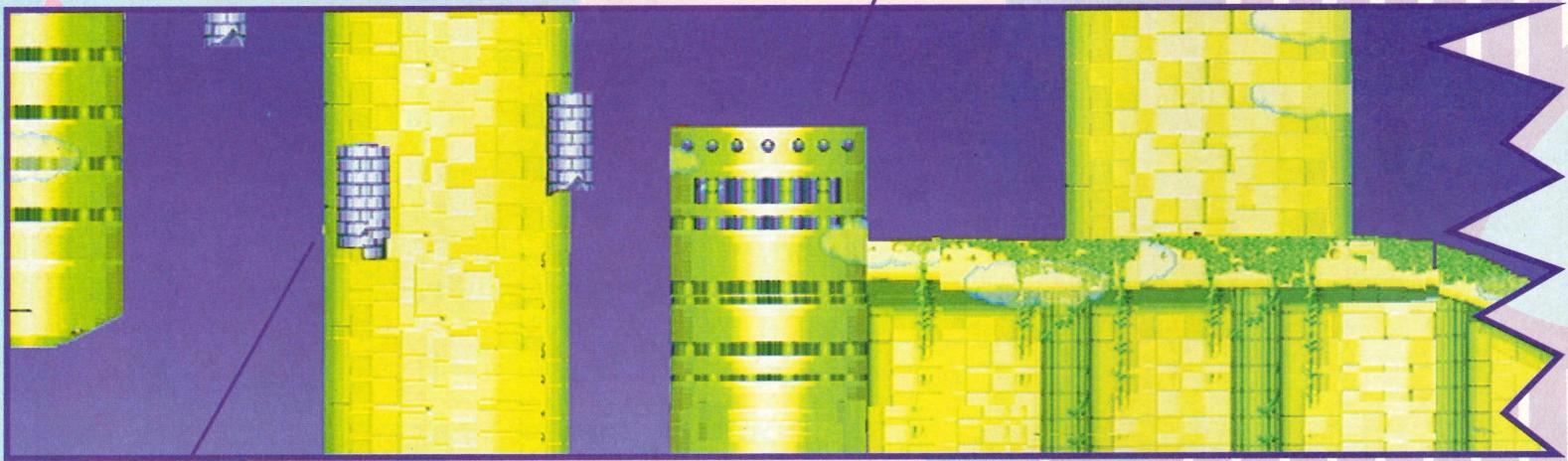
Grab hold of this bar and allow it to take you high enough to leap clear of the spikes. It's all about timing and shouldn't prove too tricky.

Level 5.1



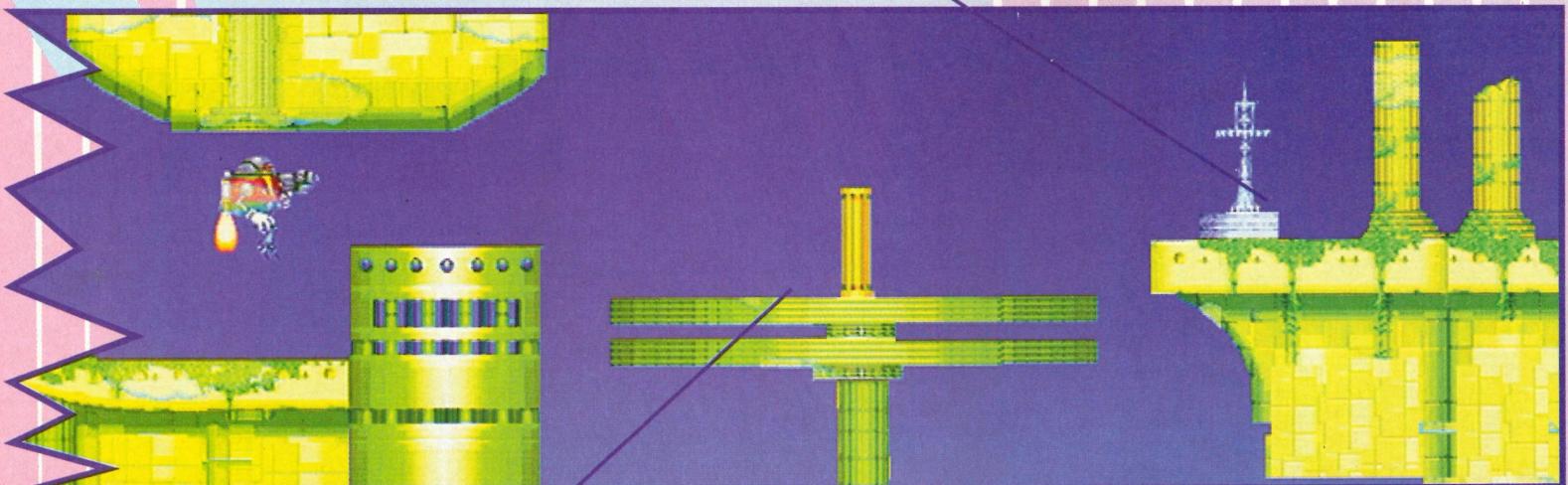
Sonic and Knuckles beam up to this structure to begin the level. Robotnik's Deathstar-like home can be seen in the sky in the background.

These columns rise and fall and Sonic has to wait for the pillar to be within jumping reach before he can continue along this otherwise very fast level.



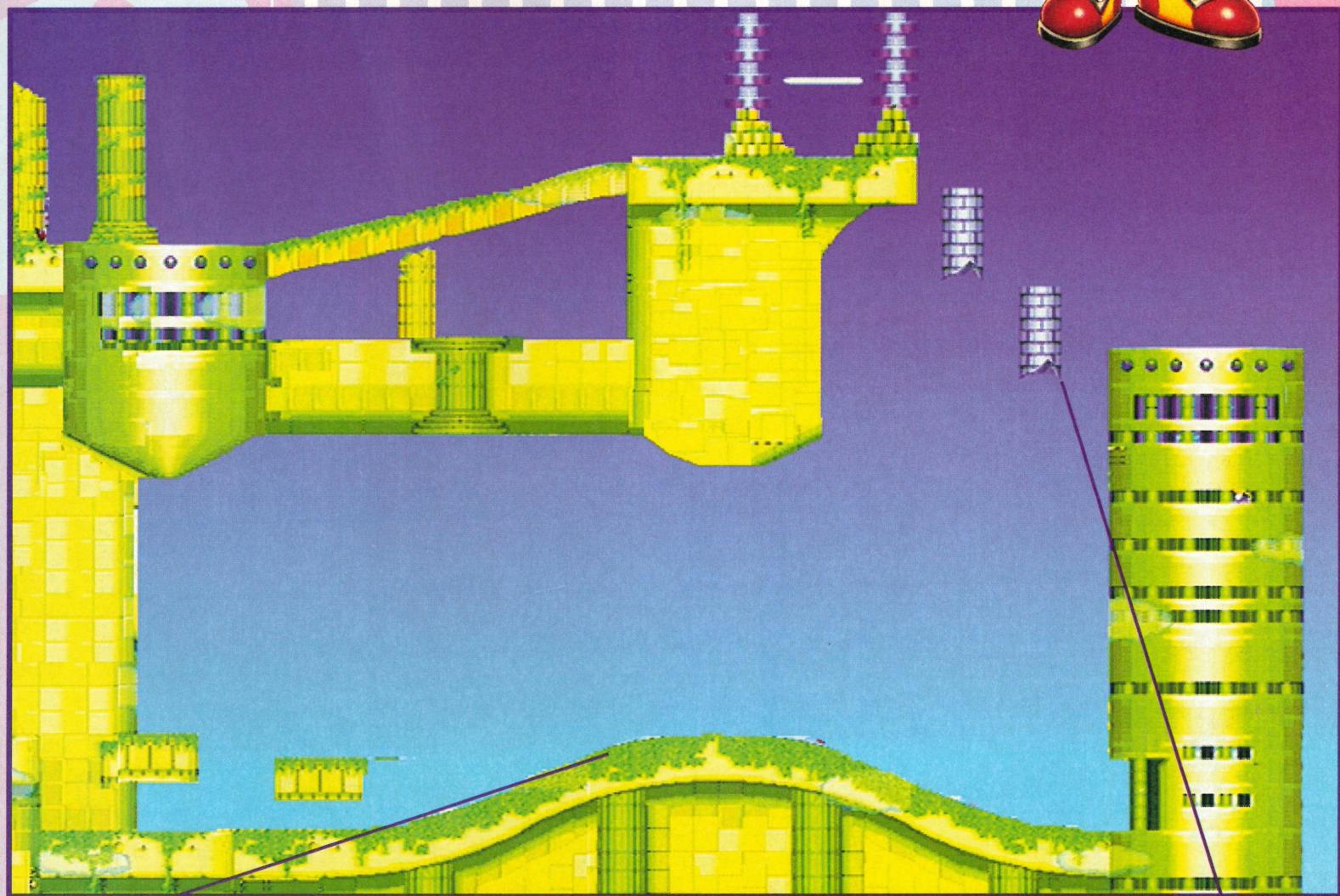
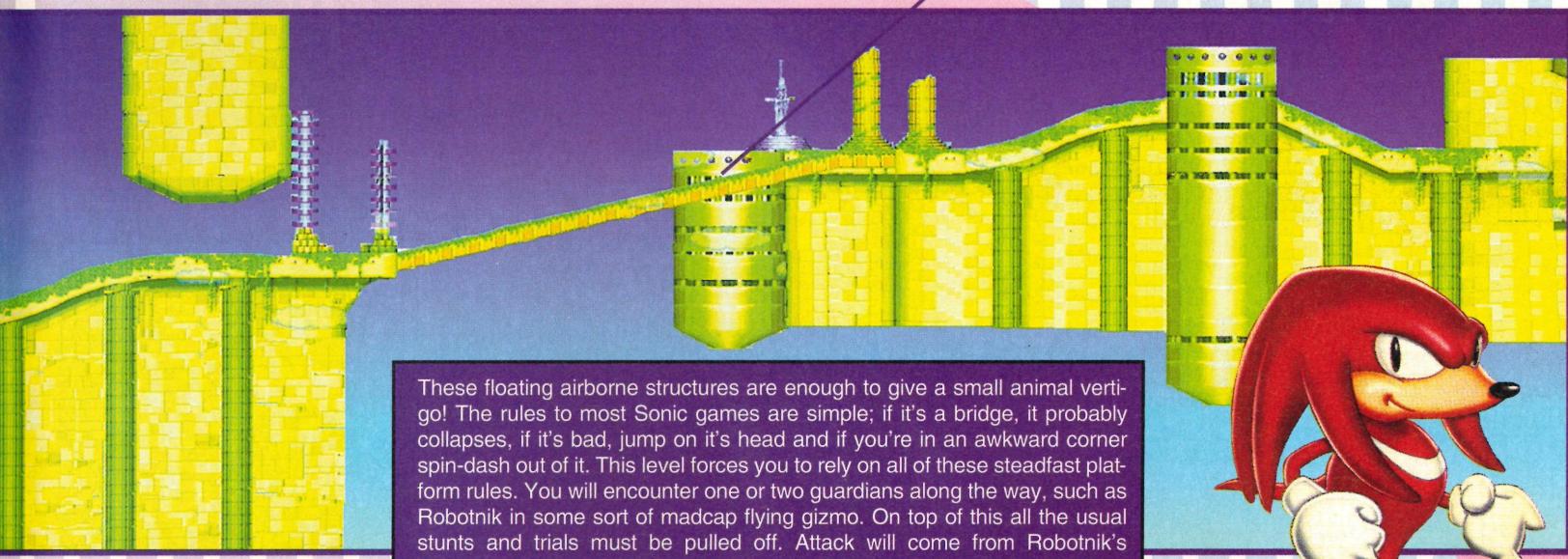
If you do fall from any collapsing platforms and levels further on in the game, there is a good chance of survival as you may hit a level down below.

Fountains are purely for aesthetic reasons so do not waste time by attempting to use them in any way. This applies even if you're caught short!



These turntables may get you in a right spin. To leave them, stand on the edge and jump as you swing around to the ledge.

Sonic has seen his fair share of collapsing bridges and so this one should pose no challenge to the experienced Sonic gamester.

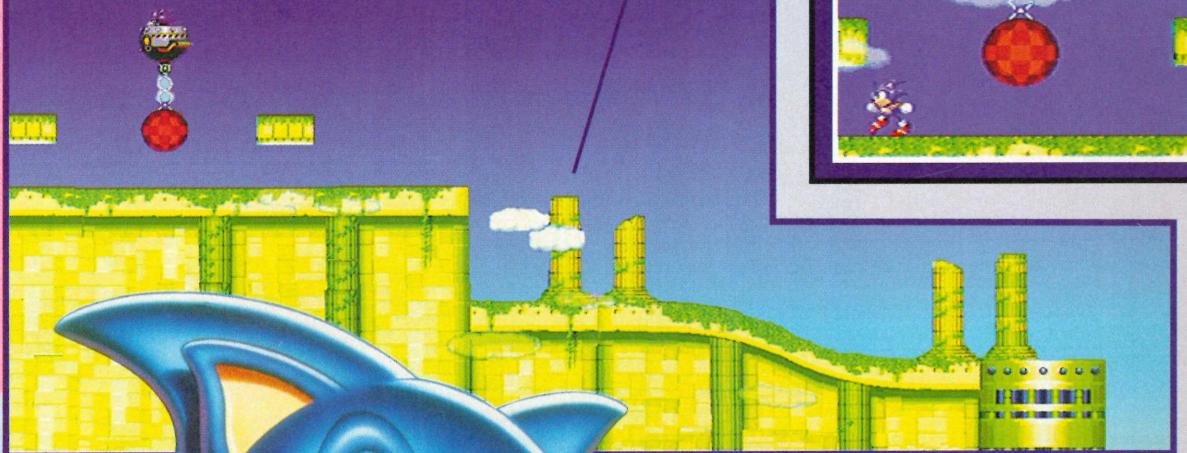


Use these smooth hill sections for building up speed to keep your momentum going throughout the section.

These suspended columns also fall to pieces as soon as you lay a foot on them, so make sure you are always moving in this ever so fragile area.

Bounce off these fluffy clouds to make it to the higher platform.

Level 5.1 Cont.



GUARDIAN

Robotnik hovers onto the scene in his deadly pod. A large red sphere swings from left to right beneath the pod. As Sonic, all you have to help you avoid the ball are the two ledges, situated either side of the screen. When the ball is just about to nudge you, leap from the ledge and pound the underside of the craft. When the hit is good the pod flashes white and after a few direct strikes the craft disintegrates with several small but devastating explosions. When you win, a transporter appears which you should get on.

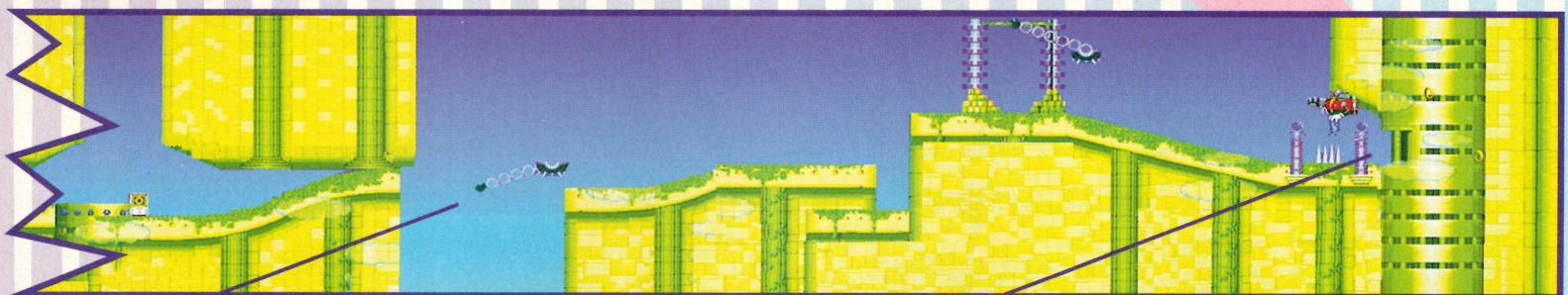
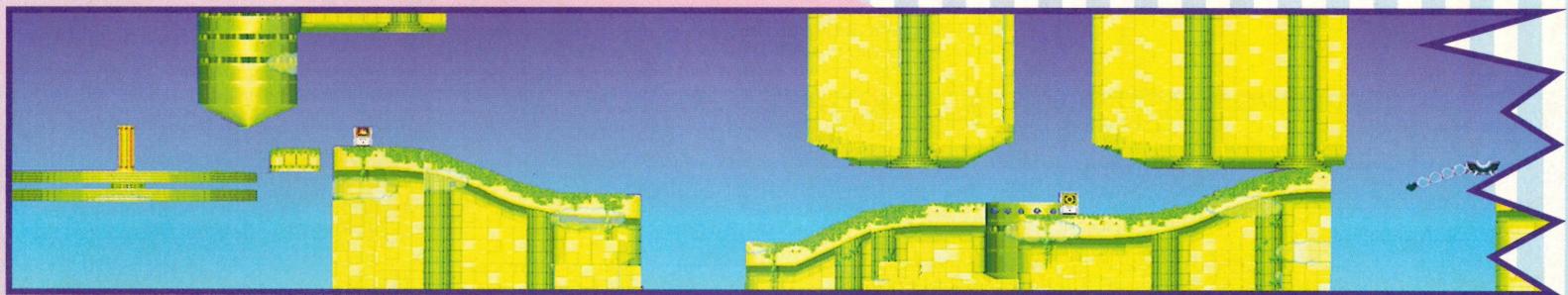


Jump on his head or risk a laser beam up your big, blue behind.



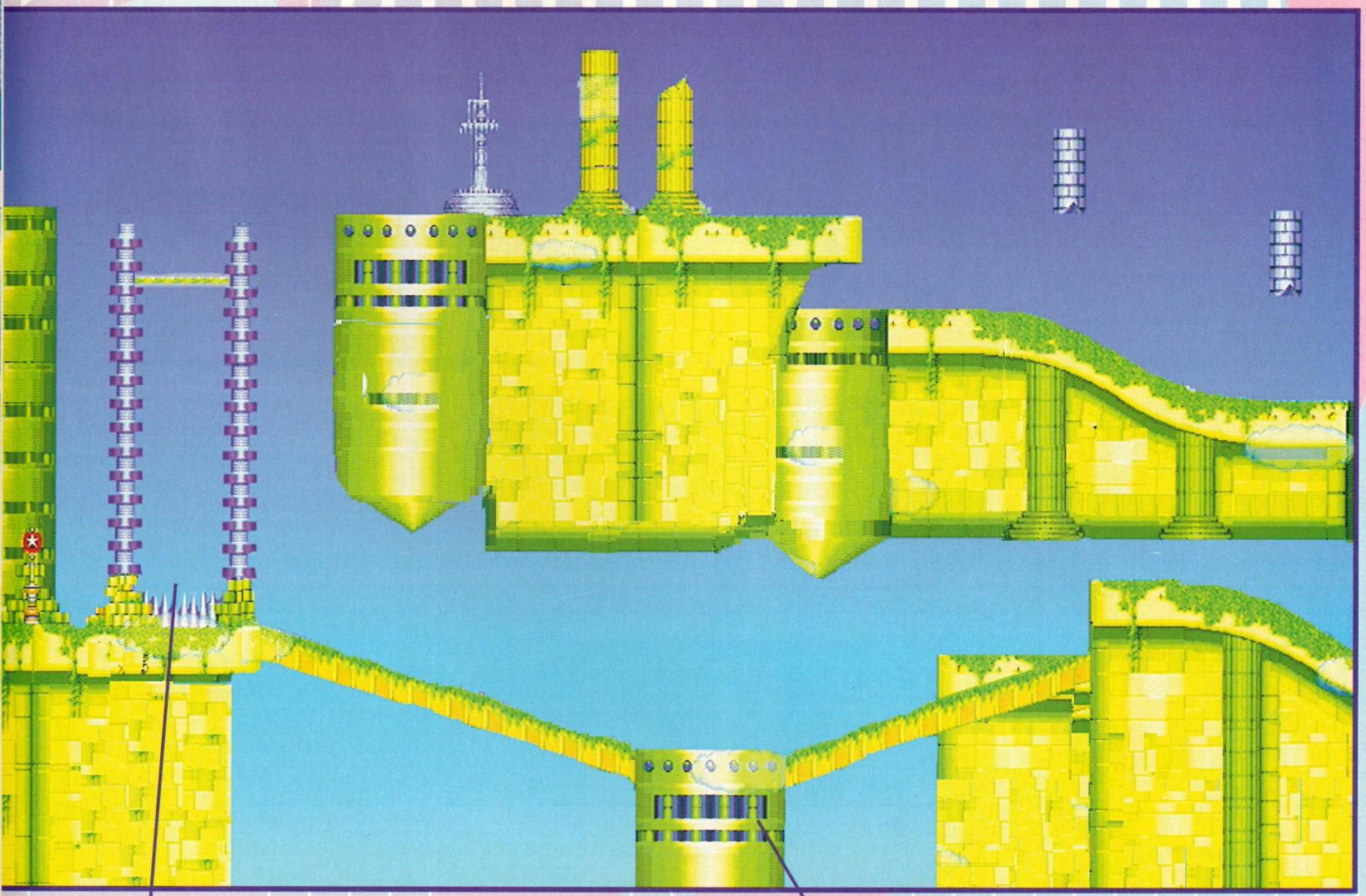
Yes, that's right, another collapsible bridge. Watch your step as its a long way down.

Take out this position point to mark your progress and allow you to restart here.



You can use this swing capsule to reach the opposite platform but be precise in your aim or you'll be spiked. Alternatively, you can jump the gap if you are moving fast.

Bunnies run from this exit. That's because they are being chased by this fella. Be careful not to impale yourself on those spikes in the panic.

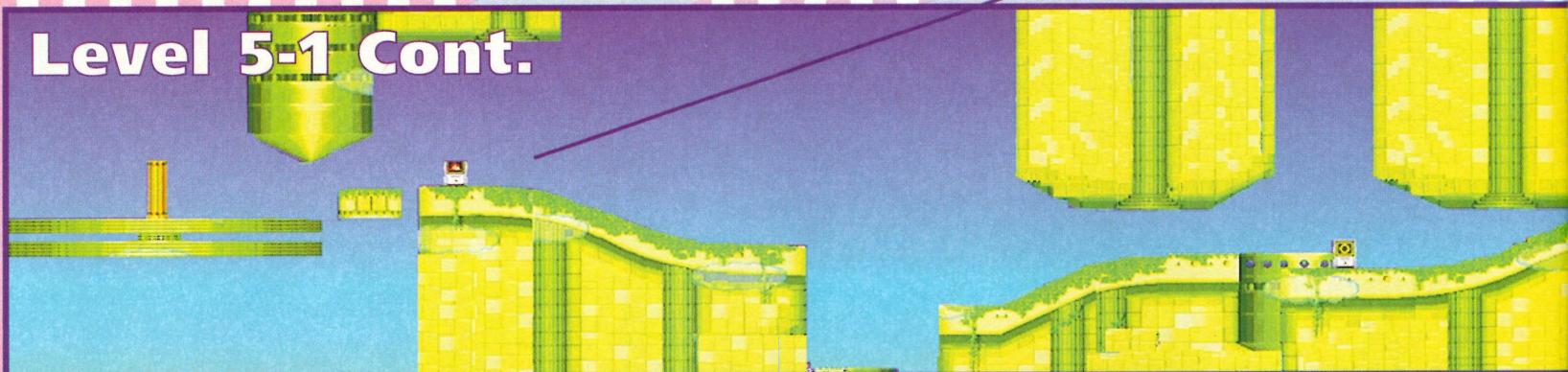


There are many ways to traverse the level, usually with a choice of going high or low. As warned before, if you decide on the lower route and fall, there is likely to be nothing but thin air below.

A stopping place, if you fancy a rest for a cup of coffee. Either side are collapsing bridges. Whoever built this place must have been a right cowboy builder!

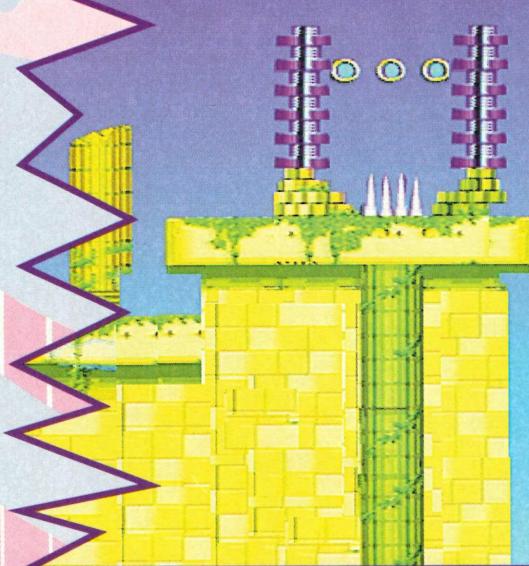
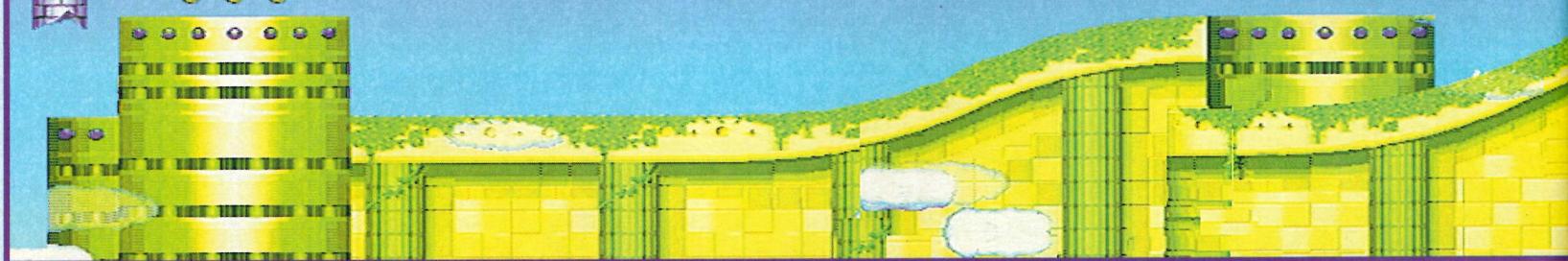
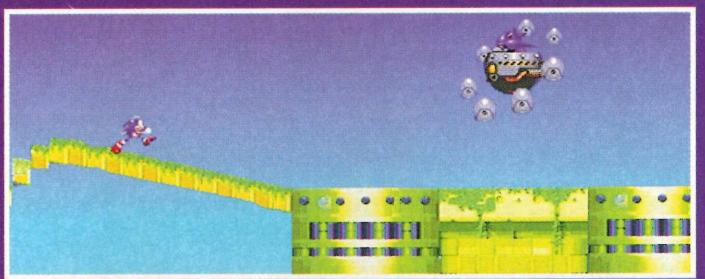
There is a Flame Shield to collect here. This allows you to have increased attack and defence, which comes in handy on these tricky levels.

Level 5-1 Cont.



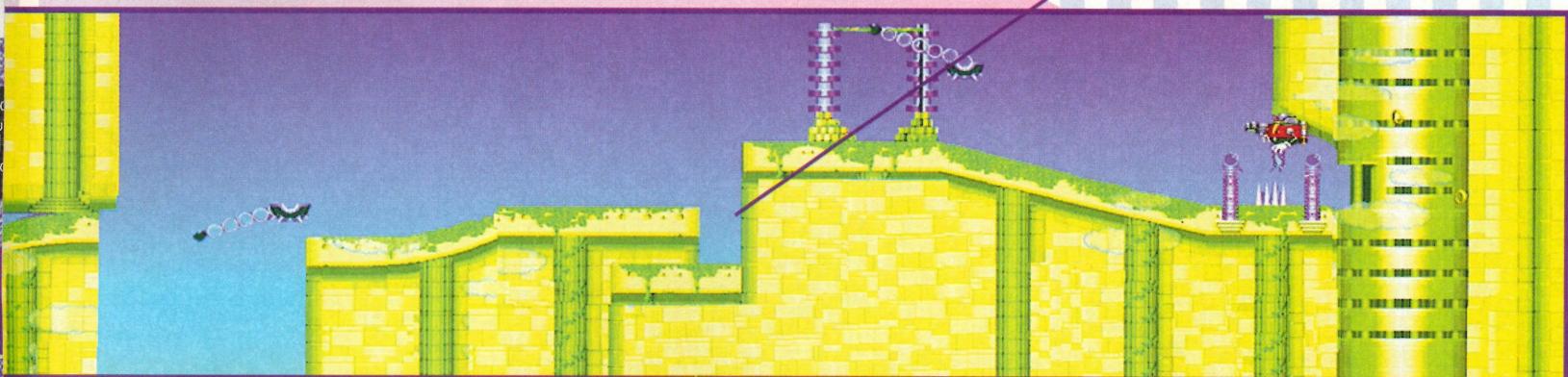
GUARDIAN

This guy has a circle of egg shaped devices revolving around him. Wait in the corner for him to come at you. Then jump over him. As he pauses after the attack continually hit him. The eggs will fall off and you can bump them out of existence.



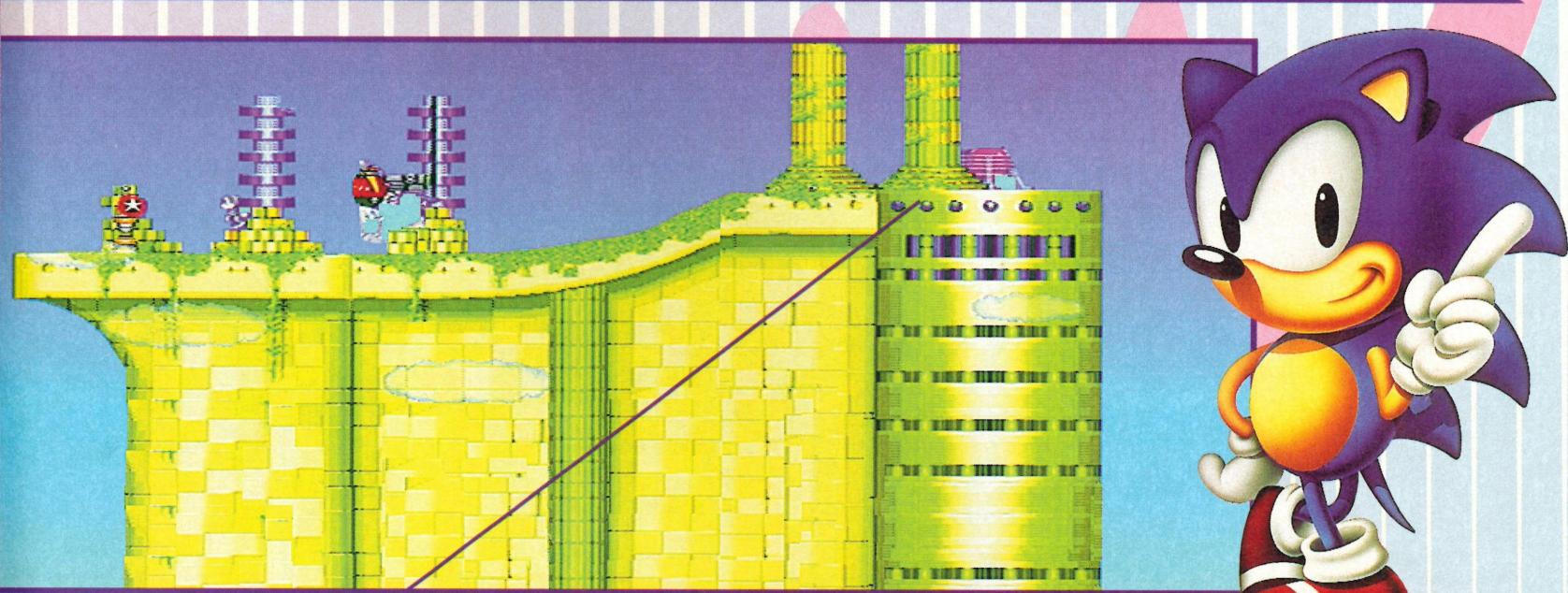
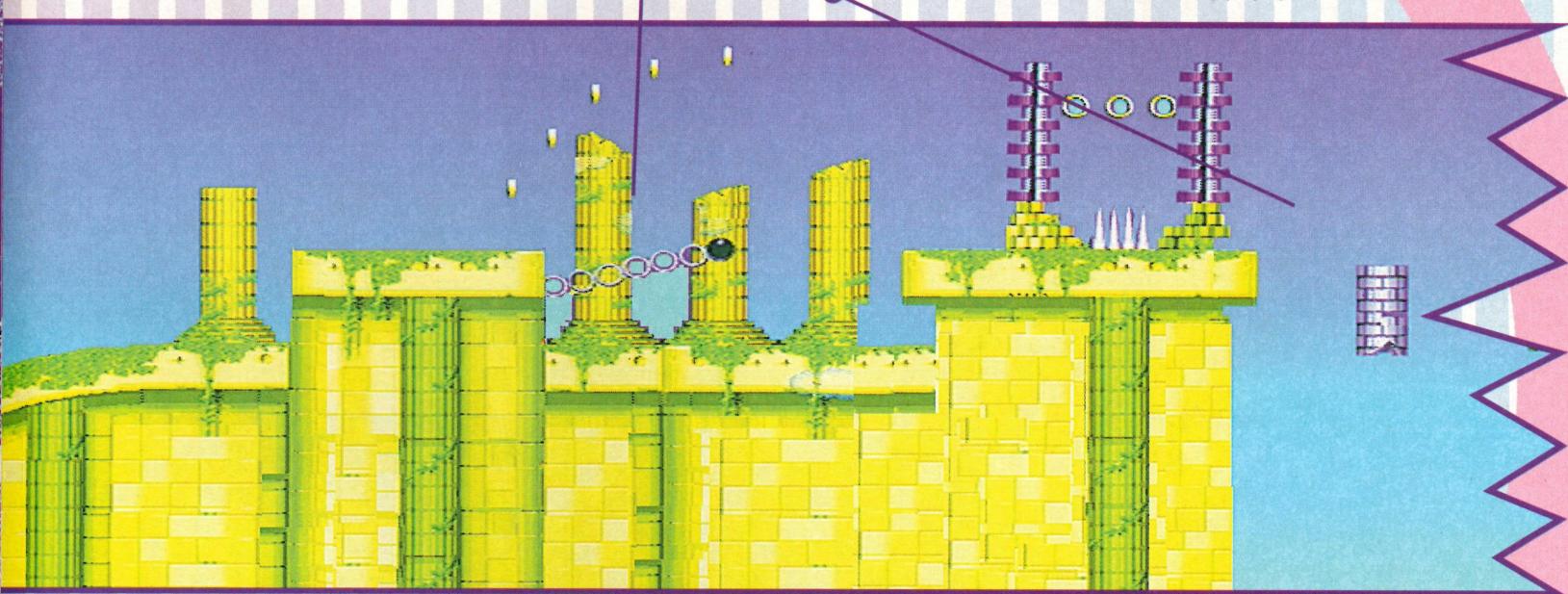
There is a double turntable, much like a single one, here. This is the last object to overcome before the next invaluable position marker.

These three ledges rise and fall continuously. Time your jumps well or fall back to your previous ledge like a complete fool.



If you take the trouble to climb into this swing bucket, you will collect a good few rings for your troubles.

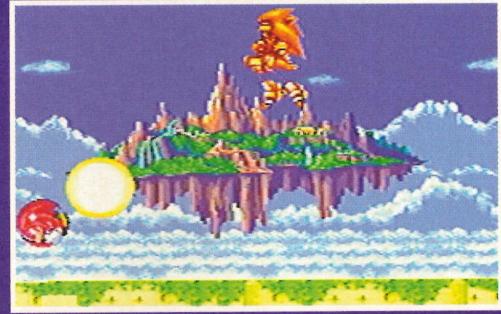
Yes it looks solid enough but this sad excuse for a concrete platform can't even take the weight of one of Sonic's shoes! Keep jumping or die.



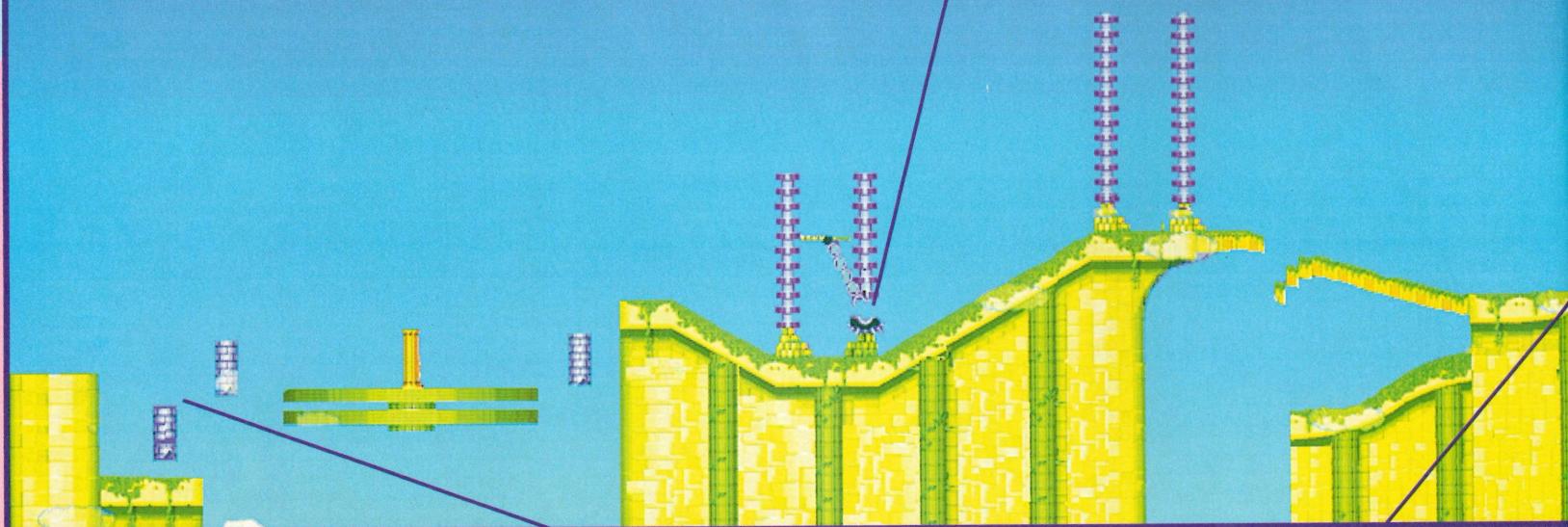
Be careful not to go too fast and overshoot the transporter at the end of this section.

Level 5-2

If you are playing as Knuckles then this is your final showdown. The black robot Sonic tries everything in his power to wipe you out, attempting several different phases of attack. The robot recharges on the stolen emerald. Never attack him in the process of recharging or you'll be thrown off. Be careful when he pauses, get as far away as possible, as this is when he throws all manner of fireballs and lightning at you. When you have beaten him, Sonic comes to pick you up in his bi-plane and you vanish together into the distance.



Watch out for the spiky swing. It's not very clever to speed into this!

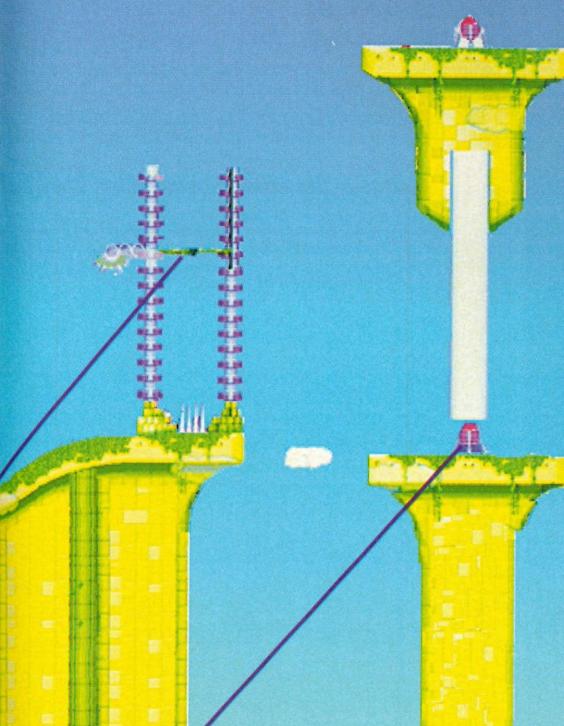
Level 5-1 Cont.

If you fall from this pillar you will still land on the platform below, so don't worry too much about accuracy.

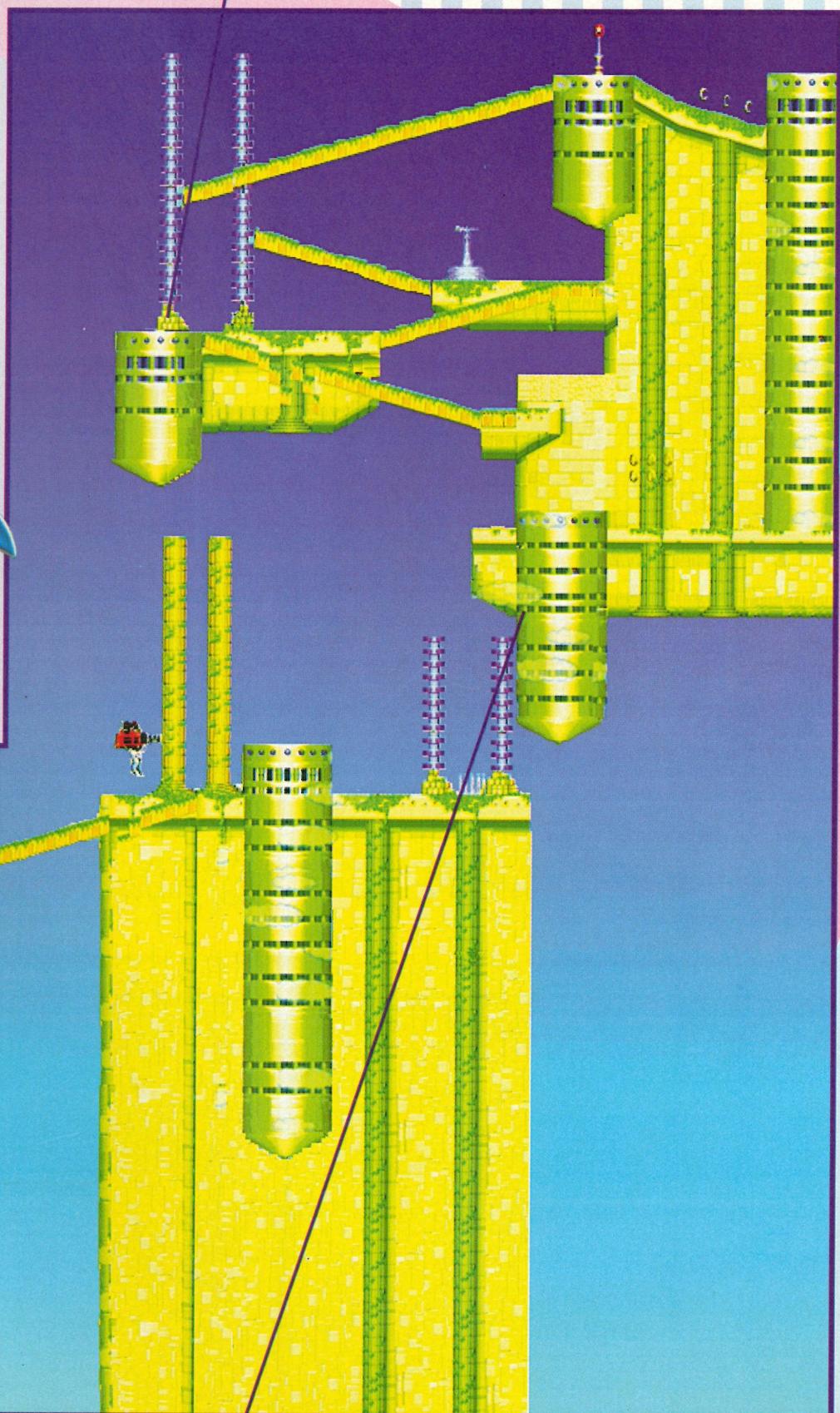
Grab hold of this bar and gain height for the jump you have to make next.

GUARDIAN

If you are playing as Sonic there is still a long way to go. The battle with the evil counterpart Sonic is quite tough in comparison to some of the other guardians. A handy tip is if he lands facing away from you he is about to slide back to hit, so get ready to jump over his head. Lots of Spindash attacking should be the order of the day if you want to succeed.



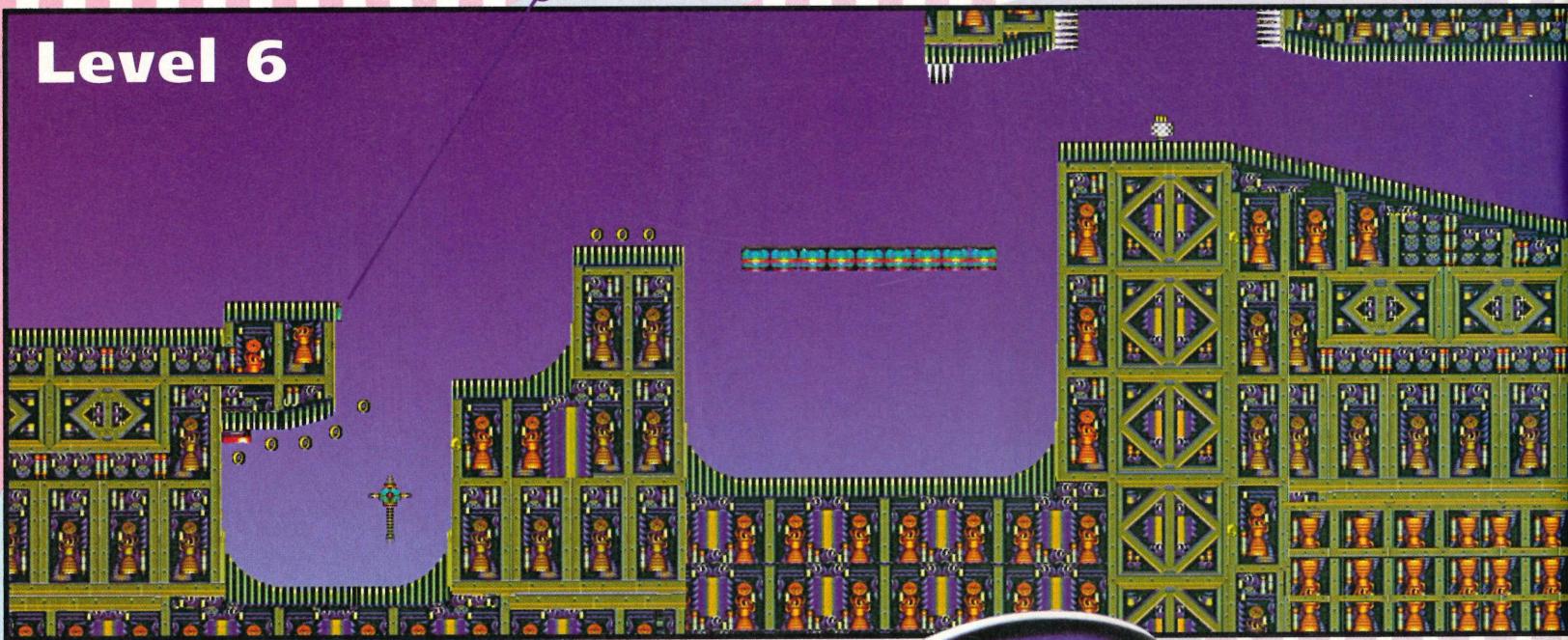
This transporter beams you to a higher platform in the level.



Wait for this pillar to come down before jumping from the hanging bar.

These devices create electric bridges. However, they flicker on and off intermittently, so time it well or fall into trouble.

Level 6



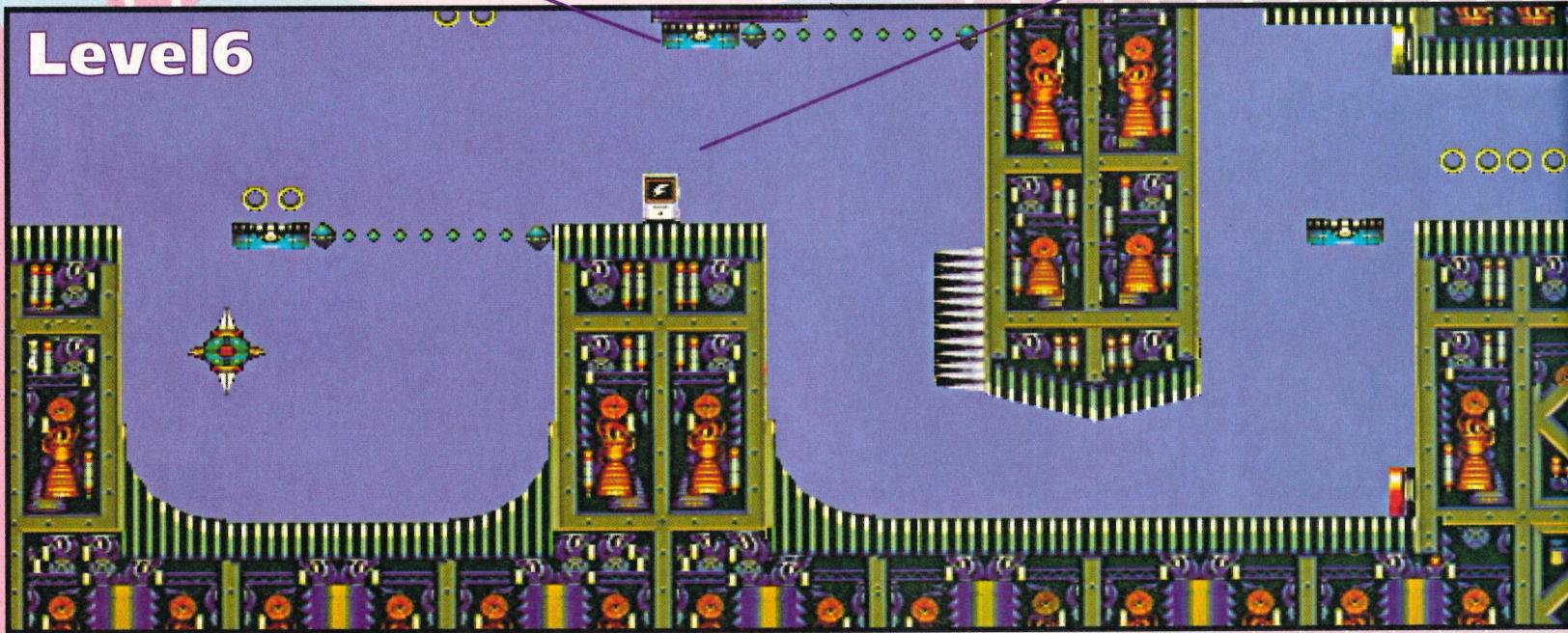
Many pitfalls await you in this complex and ever so fast level. The most basic traps and the ones you must be wary of are the dips at the beginning. They are simple and harmless enough on their own, but if you fall into them and dither about, you will be bonked on your little spiky head by one of Robotnik's manic helpers. If you are careful there is no reason not to whizz through this level intact. Just try not to become too reckless or a fairly insignificant and easy obstacle will become amplified.



These platforms rise when you step on them.

Lightening shield here for the taking. Extra defenses are always a bonus.

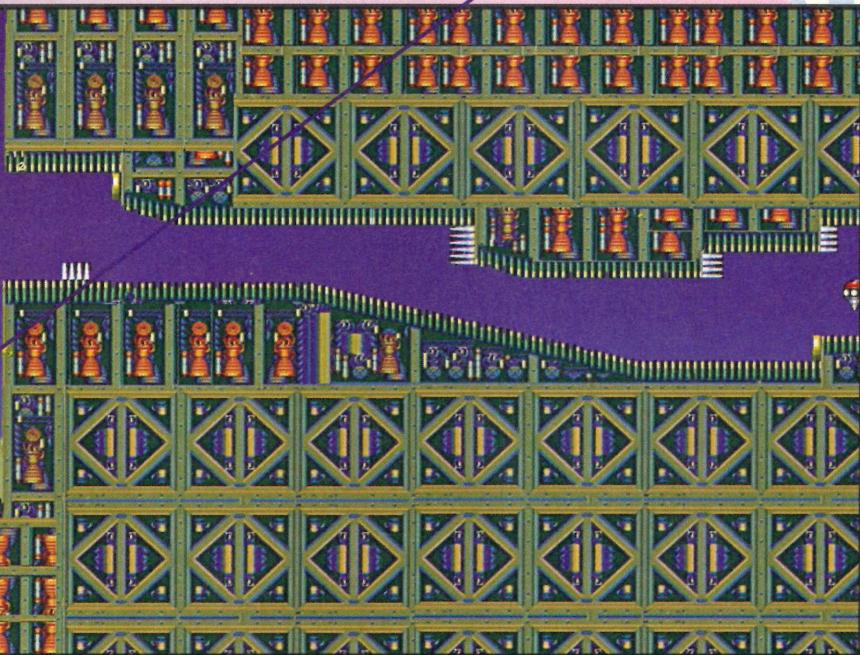
Level 6



SOLUTION

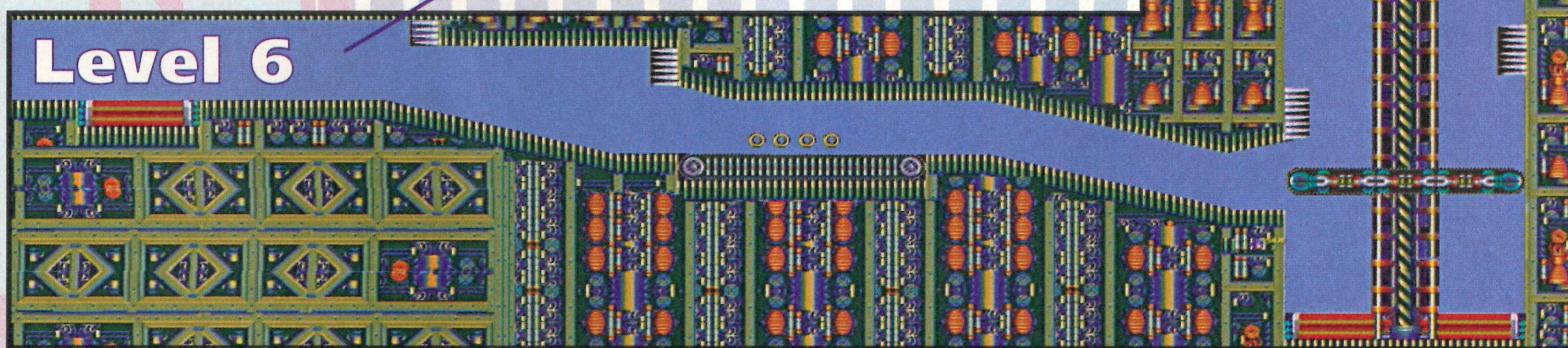
SEGA
XS

This Badnik will home in on you and donk you on the head if you stay still too long.

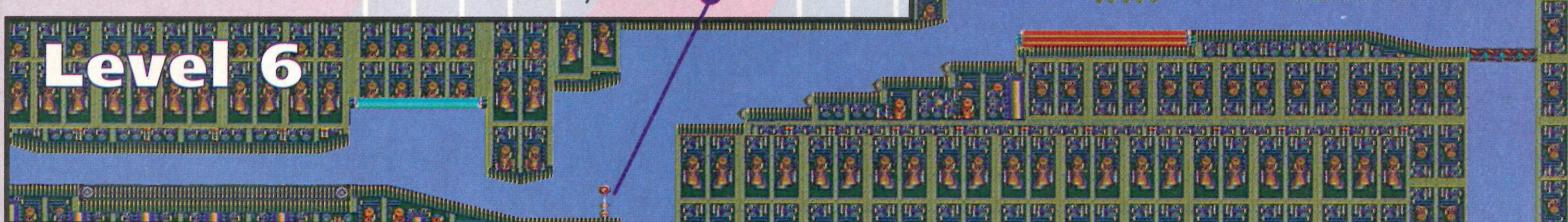
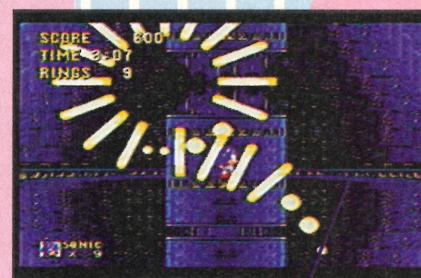


Robotnik has certainly set up a nightmare of a ride for you, with Badniks hovering in expectation at every turn and traps that will scramble the most patient of brains. There seems to be an XS (Ho, ho!) of bumpers on these levels. They either bump you full pelt into the perils of pits and spikes or jettison you into the recesses of the level you need to reach. Whatever happens, prepare for a visual treat that will leave you spinning like a dizzy thing in your chair. Talking of spinning, always remember you can spin-dash out of tricky corners!

Do not touch these red glowing tubes if you can help it, as they burn your blue bottom!



There are plenty of platforms that rise and fall when you stand on them. They take you to new levels but sometimes gaps are created under them so that, if you are quick, you can nip under them and access other bits of the level. Some such platforms rely on your body weight to decide whether to rise or descend, depending on which end of the platform you first stand on.

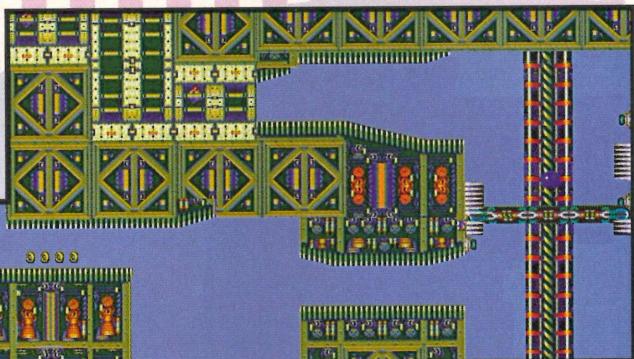


Still rolling along on this treacherous level, Sonic has to deal with endless jumping, dodging and spinning in the usual manner. Many hot tubes must be negotiated, or rather avoided, in order to reach the guardian.

Have a rest on this conveyer as it carries you across this red hot tube .

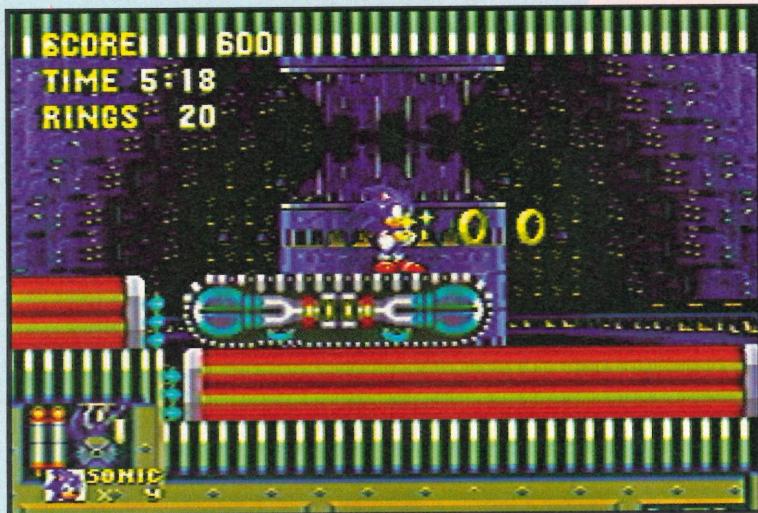


Stay on the conveyer as it falls down here onto more red bars below.

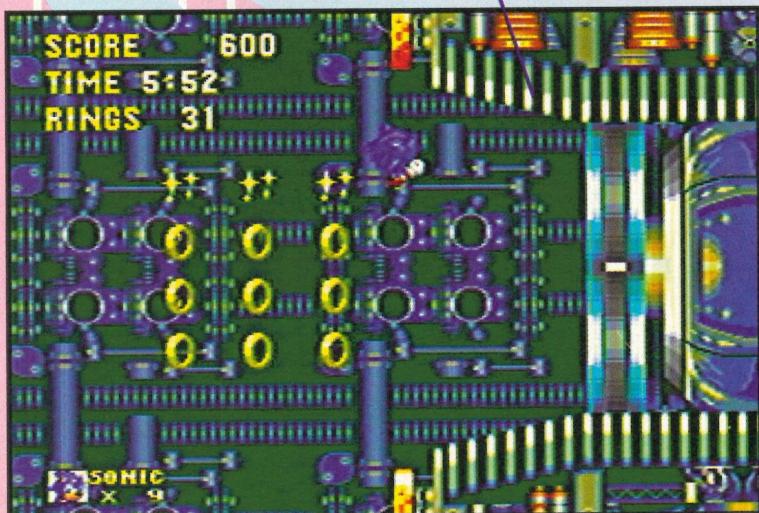
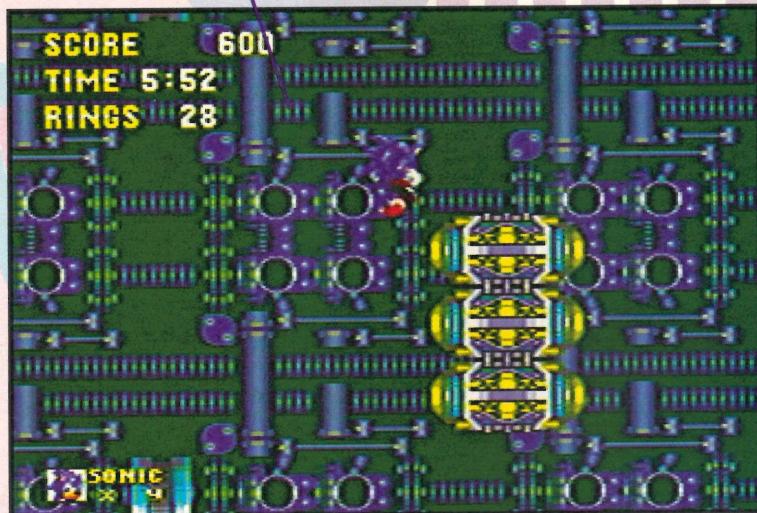


Hit the buttons on the device in the middle of this sub-game.

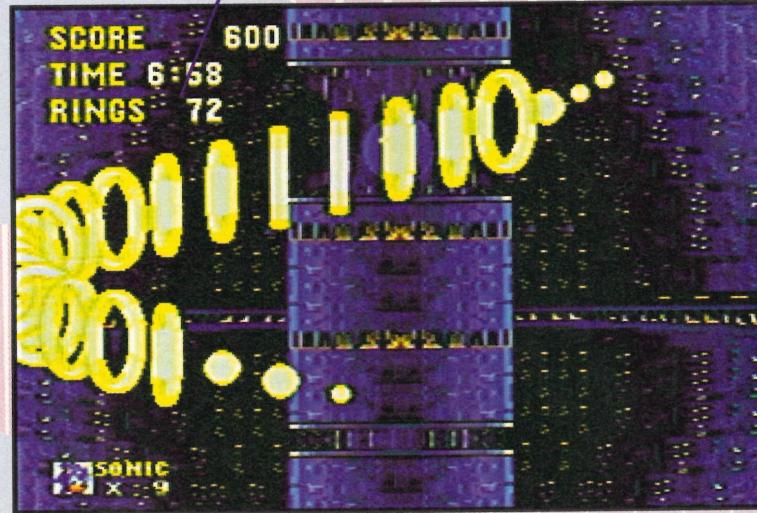
There is a superb sub-game in this level in which Sonic gets sucked into a large room with gravitational forces pulling him either to the right or the left. When he touches either side wall he is propelled back to the middle of the room, where he has to try and knock all of the six buttons on a moving object, one at a time. There are three buttons on either of its sides and it is difficult to get them all so skill and a large slice of luck are required!



The exit to the subgame takes you to the last parts of the level.

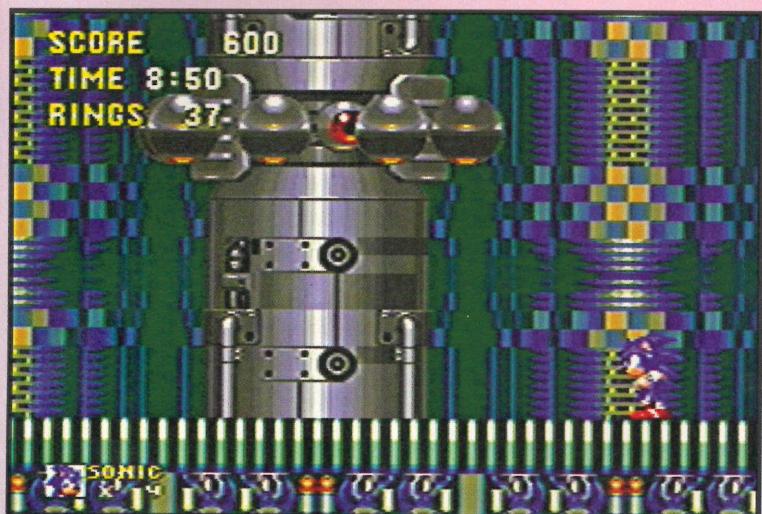


More spinning light tubes to carry you to new areas are scattered at the end of many platforms.



SOLUTION

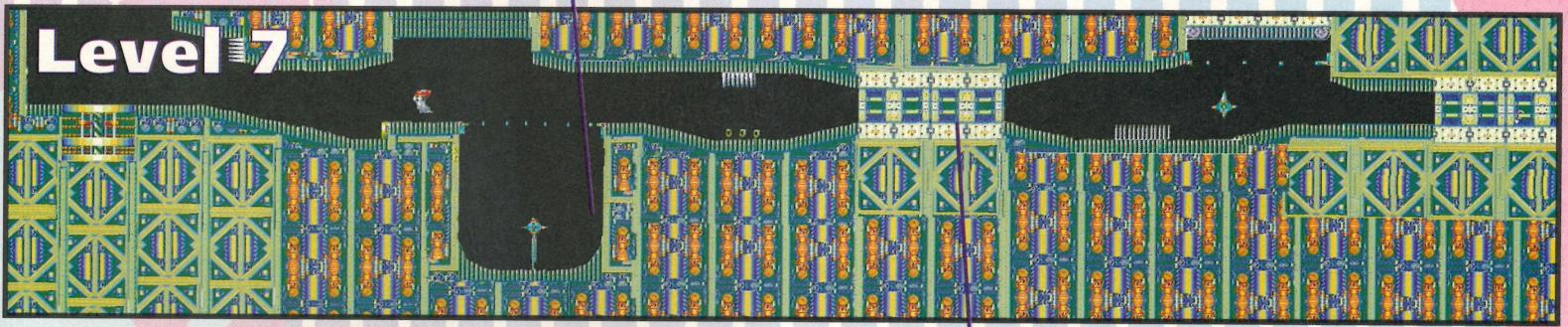
SEGA
XS



If you get stuck down here Spindash up the wall as quick as you can before you are hit.



Wait for the spinning balls to slow down, so they hug the middle tube and jump to hit the red eye. Balls will subsequently explode until the outer case falls off. Then a middle section breaks off and attacks you. Jump on one of the two platforms around it and use these as a base for spin attacks.



This level is pretty unique for a Sonic game. Why? Because you are constantly having gravity reversed, so you are walking on the ceiling for half of the game. Everything is turned upside down. To counteract the difficulties of this, flip your monitor upside down — only joking you fools! Enjoy the added challenge of upside down Sonic and try not to get vertigo.

These sections are like tumble dryers and spin you around. Emerge the other side walking on the ceiling.

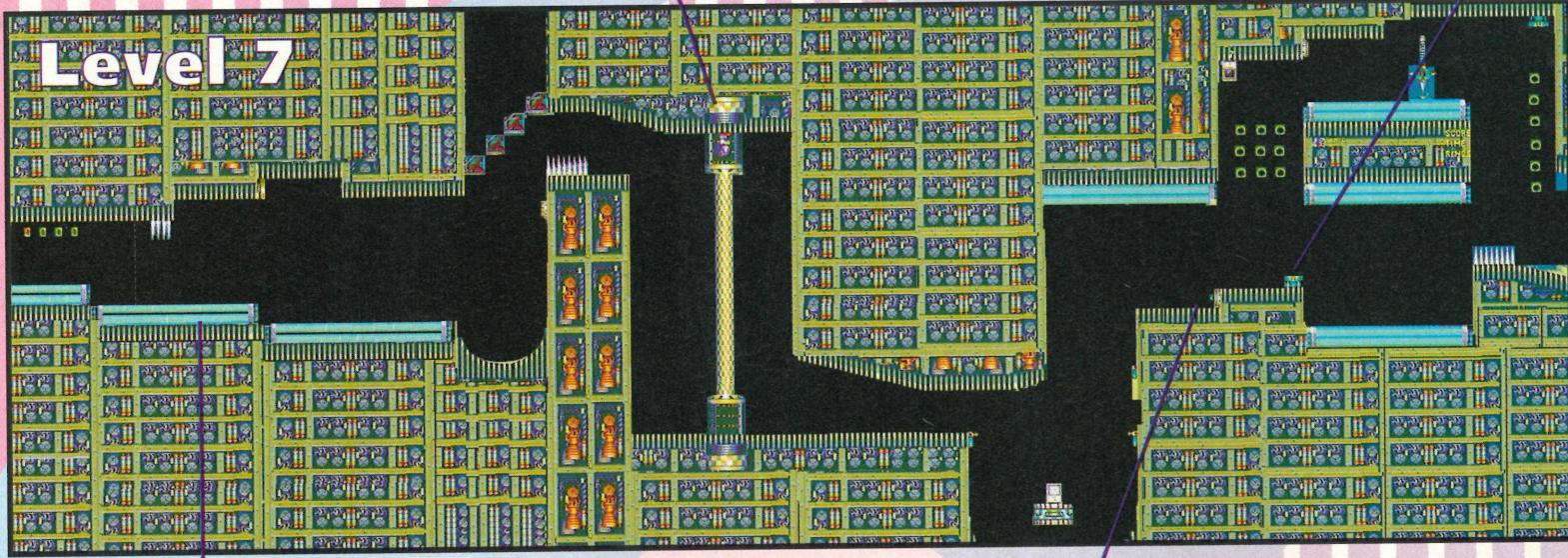
Grab these power ups before moving on.



A flame shield has to be grabbed upside down in this crazy level.

These chambers spin you around and then suck you up or down a tube so you have the reverse gravity imposed on you when you emerge at the other end.

Yet another method of reversing the forces of gravity so the ceiling becomes the floor. Just stand on this button and float upward and away!



Sometimes the only way is too run for it, risking losing some rings on the way. Gulp, risky business this!

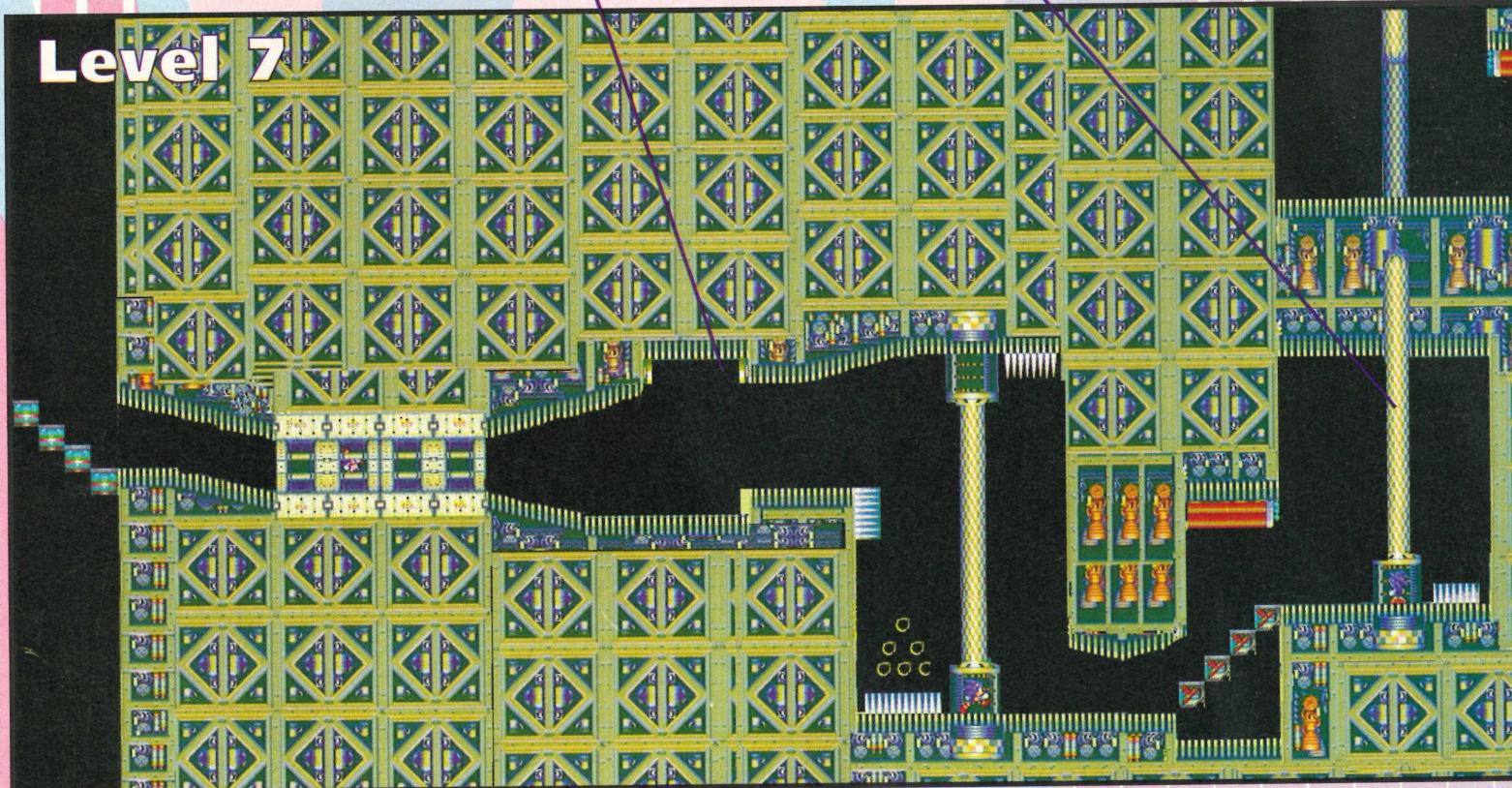
Missiles at every step. Don't get caught by one.

This level flips you up and down, back and forth and around and around. There are several ways in which the gravity becomes reversed. Firstly is the switch, a button you step on that makes you drift to the ceiling, as if you are weightless. Secondly, there is the tumbling tube, which rolls you around until you come out upside down, and thirdly, and most fun, is the chamber with the tube. You get sucked up a tube as thin as a drainpipe and spat out the other way around somewhere else on the level. What a nightmare for any ground-hugging hedgehog!

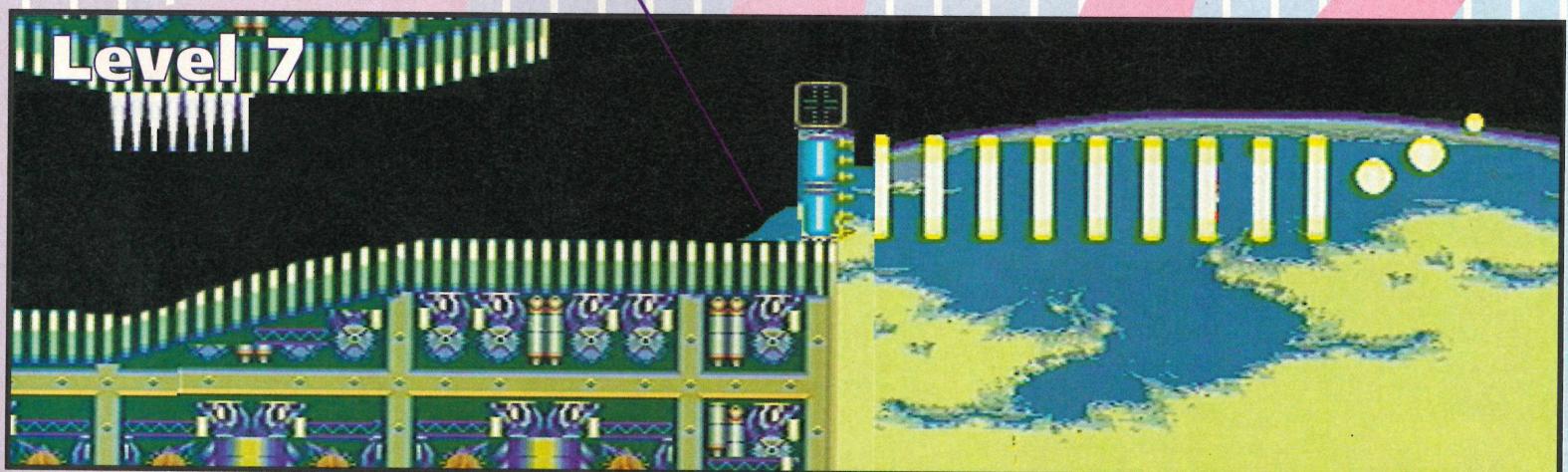
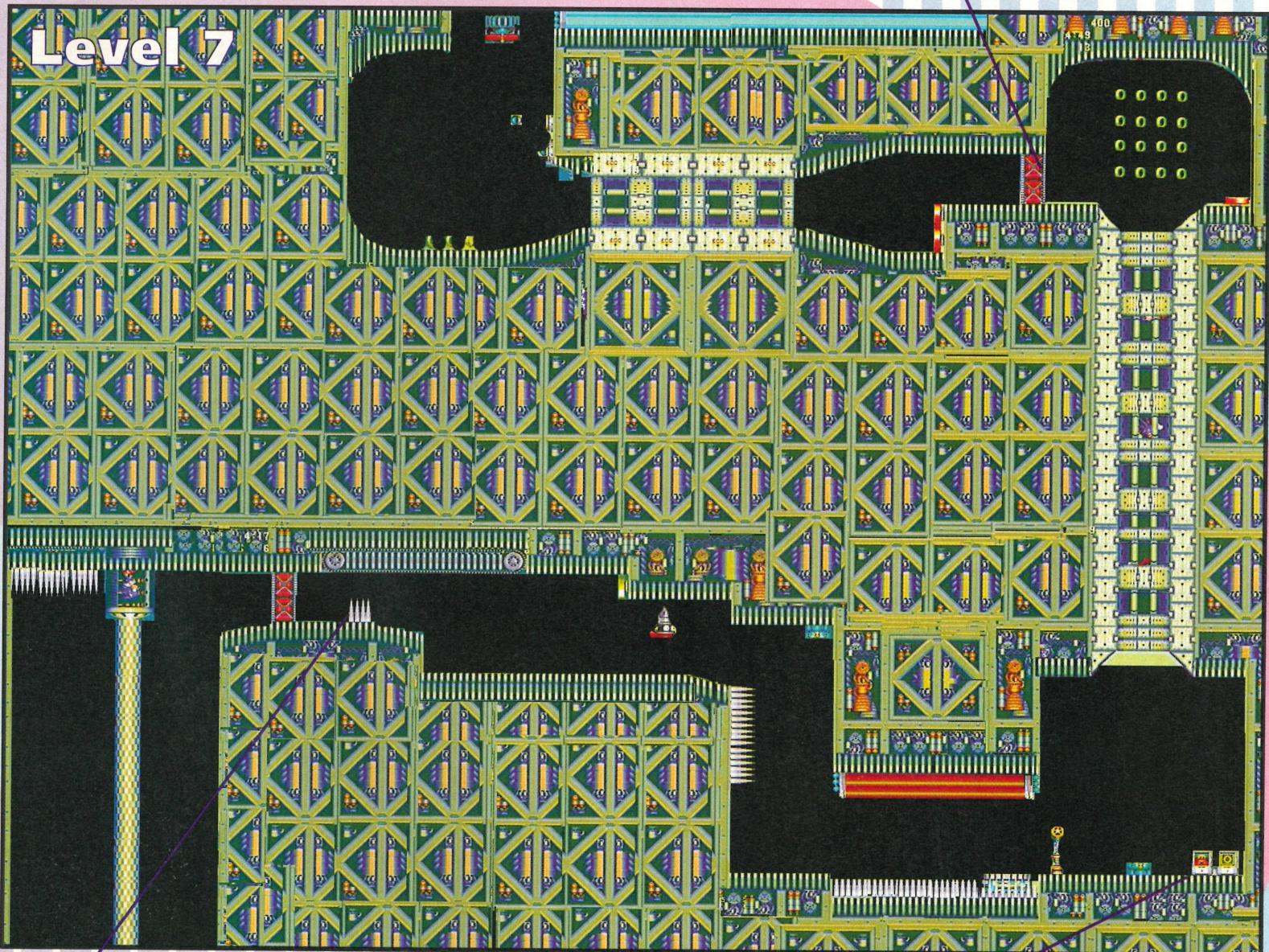
There are a good number of power ups to utilise on this level but to grab them you must get used to the upside down effect. There are plenty of missiles launched Sonic's way here as well. They are sometimes tucked into the steps you must climb, which means every time you jump up to the next step you have a chance of getting your red shoes blown off your feet. Basically, avoid death by jumping continuously, or twice as many times as you usually would. If you're in the air, then you won't lose your legs quite so easily. Mind you, it's always a good idea to see where you are jumping to before you actually do it.

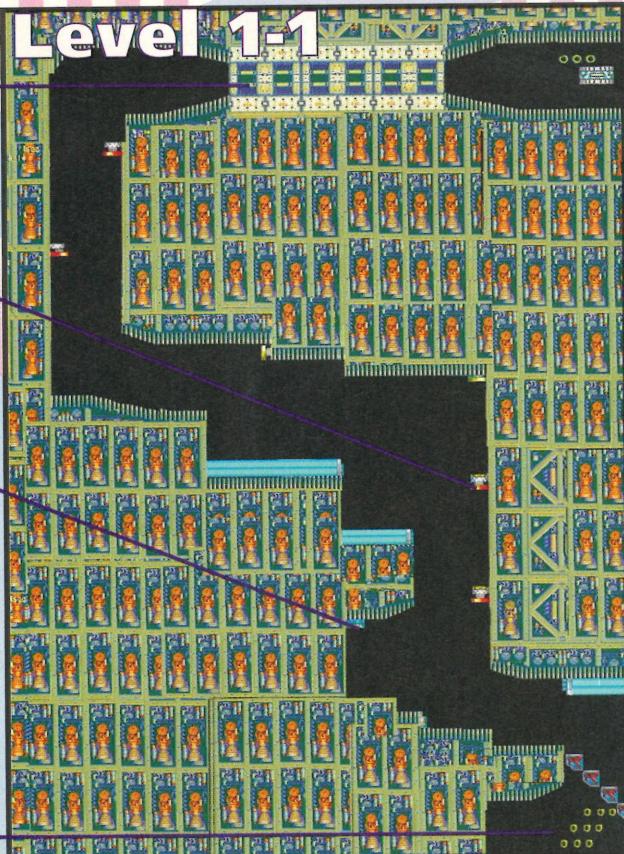
Get caught between these two springs and prepare to be bumped around like a pinball.

These tubes take you a long way sometimes, breaching several stages of the level.

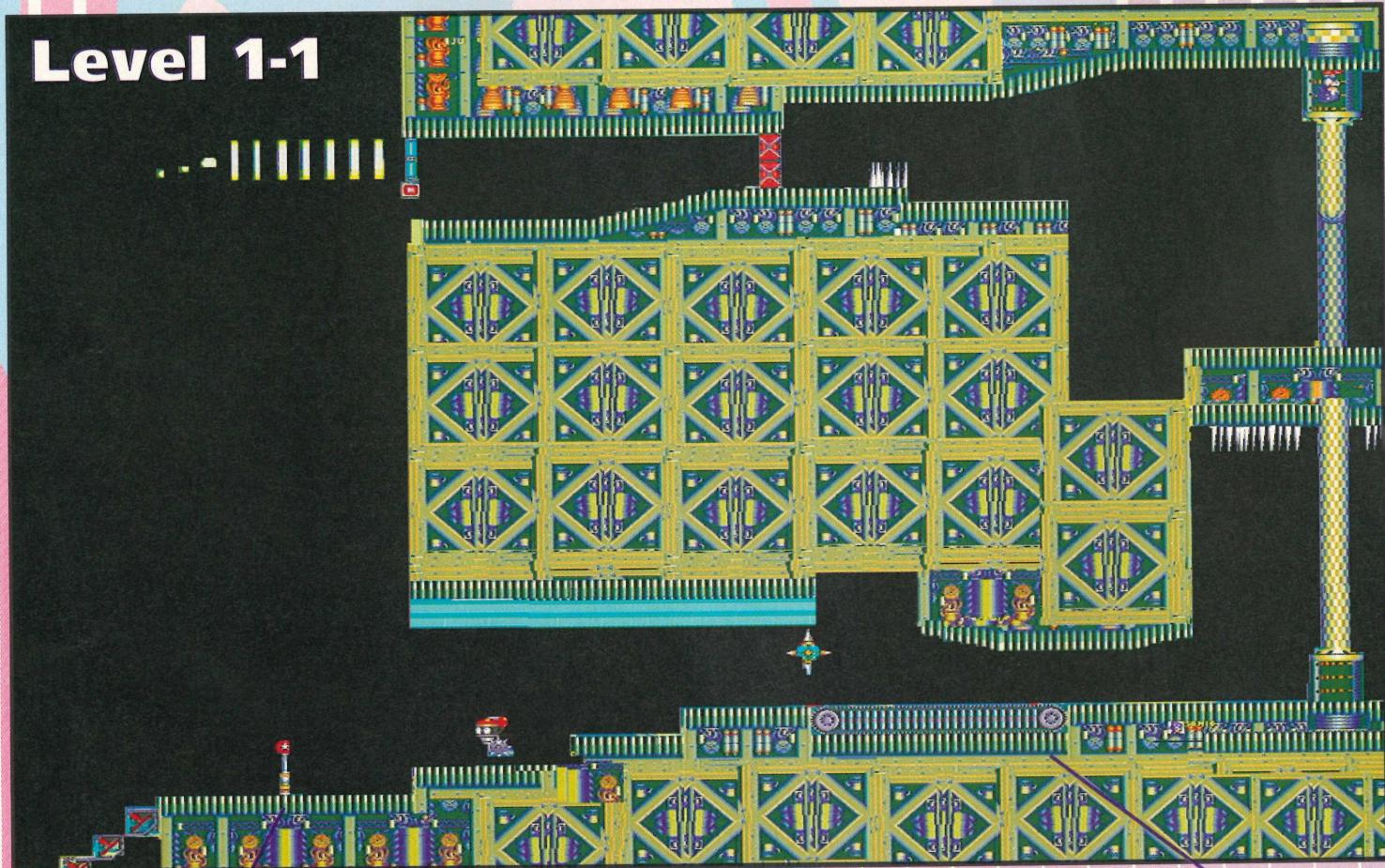


Use the spring on the right , dash past this red wall before it closes and use the next two springs to pelt up around the curve to catch the handles on the mini lift.





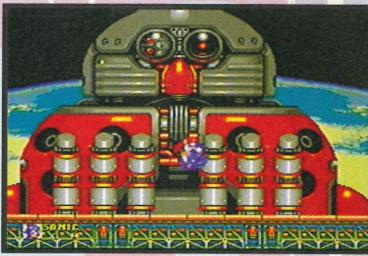
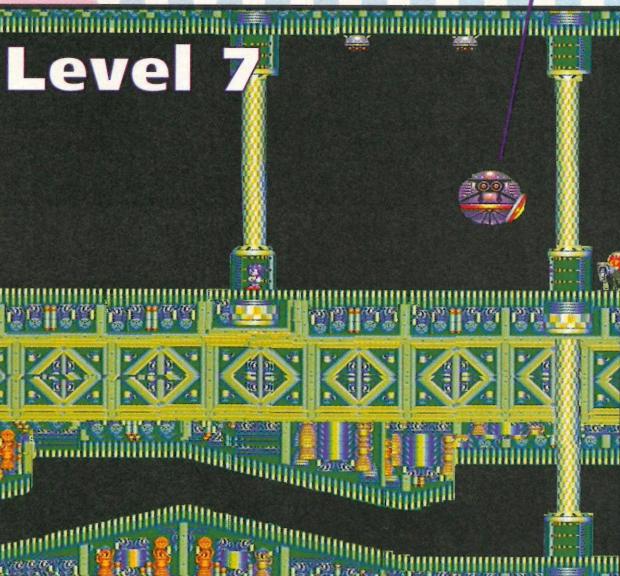
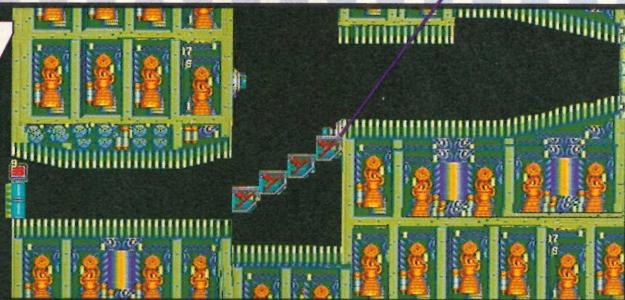
Your close to finishing now so no slips please, or you'll end up chewing your hands off in utter frustration. The level proceeds downward so be careful not to fall on anything with a sharp point. Try and keep a healthy number of rings on yourself. If you get knocked and your rings spiral outward, then the more there are, obviously the more chance there is of grabbing a few back. Spikes are probably the commonest traps and also the most simple. Falling on spikes means you have no excuses other than your own blundering. They don't exactly jump out and grab you, so just be very careful and take it easy.



The final guardian awaits. You are sucked up a lift to a room where there are two more tube lifts enabling you to walk on the ceiling or the floor at will. Robotnik stands out of reach, controlling a spherical guardian. You cannot spin attack in the old fashioned way as it defends itself with a shield. It spouts little spiked mines which fall on the floor or the ceiling depending on where you are and how this has affected the gravity. When there are one or two mines in place, go into the nearest tube and go up or down. The spiked mines fall to the ground or ceiling you have moved to. If a mine impacts with the guardian as it falls, then it damages it. This is the method you need to perfect to blow the boss to pieces.

Watch this missile launcher in particular because it's a bit tricky, waiting for you at the top of the stairs.

Level 7



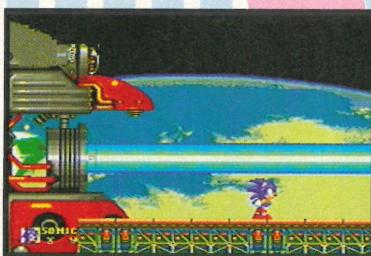
▲ He tries to crush you with his fingers. Jump on pause and spin to hit when they clamp the ground.



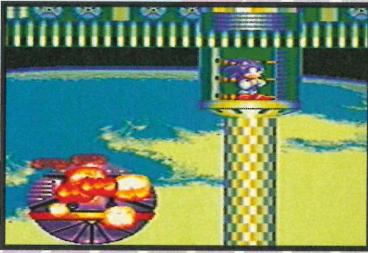
▲ Jump out of the way of the flames and keep on running 'cos everything is collapsing behind you.



▲ When you see the emerald power source and the robot is boofing up his laser, hit him hard!



▲ Now that's a laser! Duck under it or you will surely fry my little blue friend.



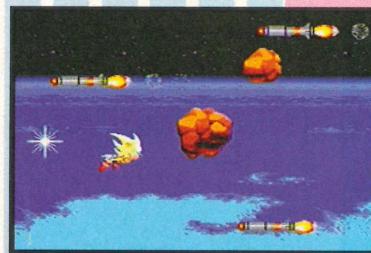
▲ Take the lift to face the next peril and to get closer to the evil Robotnik...he isn't far away!



▲ Beat this little weirdo and go on to turn into SuperSonic (who looks a bit like Ristar).



▲ The best way to get through this lot is to fly very fast - don't worry, asteroids can't hurt you.



▲ This is the last special stage. You must get to Robotnik's escape ship by ducking the missiles.

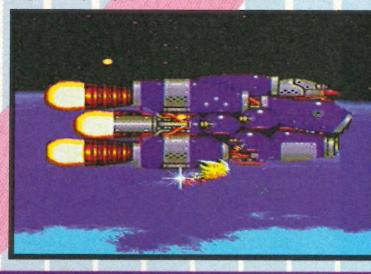
There are two ways to end the game. If you have collected enough blue spheres in the bonus rounds then you are eligible for the final chase through an asteroid belt. The first massive end guardian is a big robot fashioned on Robotnik. It spits fire and lasers and is powered by the emerald.



▼ Chase this evil master as fast as your little blue legs will take you. Don't let him escape.



▼ These bonus stages are really great for getting a high score and collecting all the emeralds.



▼ Robotnik's mission ship. Although you are only tiny, it is up to you to defeat it once and for all.

The very final showdown is Supersonic Sonic against Robotnik's missile firing spaceship. First you have to reach the ship by weaving your way through asteroid after asteroid. However, you can increase your ring tally on this section as there are lines of rings suspended in space.

When you catch up with Robotnik's escape ship, make it destroy itself. The method is not easy. The missiles it now fires are homing missiles. They chase you around space. If you fly under the nose of the craft when it releases its deadly missiles they plummet into the ship itself. It may sound easy enough you will be hard pushed to avoid all the flak that the spaceship can throw at you. As well as the long missiles, there are little fireballs too, making completing the game the toughest mission of all. Now is the time for the brave to stand up and be counted!

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